

PowerNet Scan Editor  
*Reference Manual*

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# Contents

## 1 Scan Editor Overview

- Introduction ..... 1-1
- Features ..... 1-1
- Start Scan Editor Utility ..... 1-2
  - Interface ..... 1-2
  - Opening Screen ..... 1-2
  - Menus ..... 1-2
  - Forms ..... 1-3
  - Information Display ..... 1-3
- Keys ..... 1-3
  - Documentation ..... 1-4
  - Conventions ..... 1-4
- Product Information ..... 1-4

## 2 Menus & Options

- Introduction ..... 2-1
- Menu and Option ..... 2-1

## 3 Object Creation

- Introduction ..... 3-1
- Create An Object ..... 3-1
- New ..... 3-1
- Save ..... 3-2

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## 4 Operation

Introduction .....	4-1
Load Object.....	4-1
Scan Editing Form.....	4-1
Editing Examples.....	4-4
Example 1 - Character Substitution.....	4-4
Example 2 - Remove Character .....	4-5
Example 3 - Remove Character.....	4-5
Example 4 - Remove Multiple Characters.....	4-5
Example 5 - Remove and Substitute Characters.....	4-5
Copy Object .....	4-6
Info Option.....	4-7
Linking the Editor Object to a Handler .....	4-8

# 1 Scan Editor Overview

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## Introduction

The *Scan Editor* utility allows you to modify scanned-in bar codes, with a user-defined template. Once the *Editor Object*, which contains the template, is created, no modification of the data need be done by the operator. Editing is done automatically by the system, which follows the instructions in the *Editor Object*.

Working with the *Scan Editor* utility is easy. Using the program, you create a new, blank, *Editor Object*. Next, bar code recognition patterns are entered. Then, the ways in which to edit these codes is added. Proper file format of the *Editor Object* is taken care of by the *Scan Editor* utility.

When the object is complete, it is linked to a handler by entering its name on the *Handler Setup Form*.

## Features

The *Scan Editor* offers the following:

- Bar code pattern specification by length and character content.
- Multiple recognition patterns for selecting more than one bar code to edit. Each type of bar code is modified in its own specific way.
- Characters in patterns can be specified as alpha, numeric, or alphanumeric, which provides different levels of bar code screening.
- Character substitution can be accomplished by position and/or by a match to a specific character in a specific position
- Single or multiple characters may be stripped off from the front, back, or from any position in the bar code.
- Multiple editing operations can be applied to a single bar code.
- The software is easy-to-use and menu-driven.

## Start Scan Editor Utility

To use the *Scan Editor*, exit from the PowerNet software *Main Menu* by pressing <Esc>. At the \$ prompt, type the following to start the program.

```
$ sedit <Enter>
```

### Interface

The *Scan Editor* has a menu-driven interface which is different in format from the standard PowerNet menus, but is just as easy to use. It most resembles the *Screen Formatter*

When the program is started, an opening screen similar to that shown in Figure 1-1 appears.

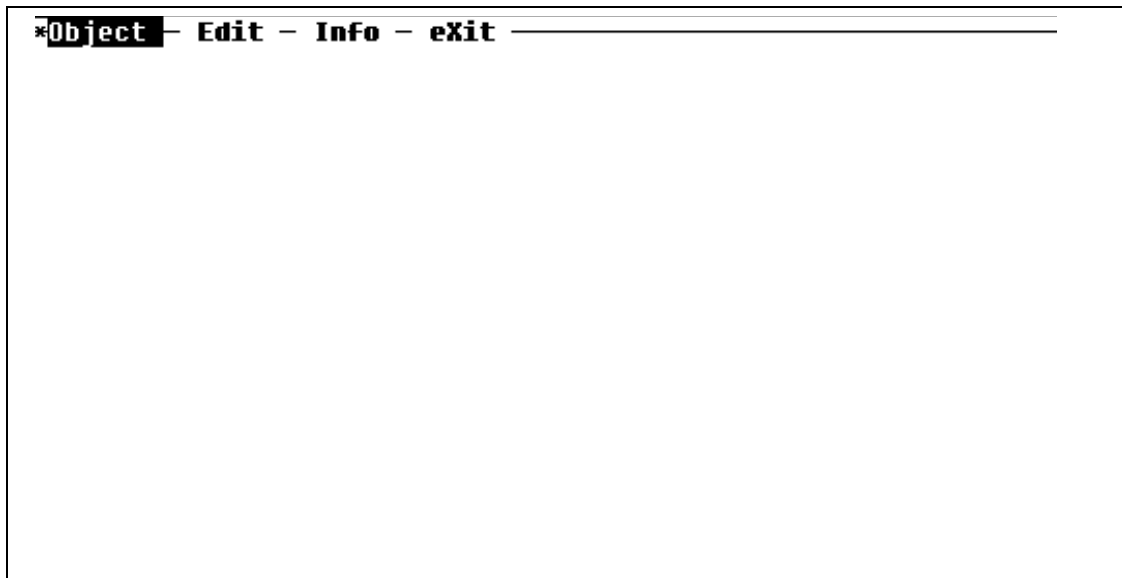


Figure 1-1 Scan Editor Opening Screen

### Opening Screen

The *Main Menu* bar of the *Scan Editor* appears across the top of the screen. The remainder of the screen is blank at this time.

### Menus

Four selections are listed on the *Main Menu* bar. To select an option, use the left/right <Arrow> keys, or the upper-case letter shown in each option, to highlight the choice and then press <Enter>.

When selected, the *Object* option displays a drop-down menu. Use the up/down <Arrow> keys or upper-case letters to highlight a choice from this type of menu, then press <Enter>.

The use of all options is summarized in *Chapter 2*.

## Forms

There is one form used in this program, which is the *Scan Editor Form*. Information, for selecting and editing bar codes, is entered in the fields that appear on this form.

## Information Display

A display about the program has been included, and is available with the *Info* option.

## Keys

The keys associated with this application are used for moving within the menus, selecting options, entering information and exiting the program. They are defined below.

<u>Program Key</u>	<u>Function</u>
<↑>	The Up Arrow moves the cursor up one line on a menu, or to the previous field on a form. When within a field, it deletes the previous character.
<↓>	The Down Arrow moves the cursor down one line on a menu, or to the next field on a form.
<←>	The Left Arrow moves the cursor to the option to the left on the <i>Main Menu</i> . It moves to the previous field on a form. When within a field, it deletes the previous character.
<→>	The Right Arrow moves the cursor to the option to the right on the <i>Main Menu</i> . It moves to the next field on a form.
<Bksp>	Use the Backspace key to place the cursor on the first character of the previous field on a form, which it then deletes. When within a field, it deletes the previous character.

<Enter> Use the Enter key to select the menu option on which the cursor is positioned. On forms, press Enter to accept the value displayed in the active field and move to the next field.

<Esc> Use the Escape key to quit the program from the *Main Menu*, proceed to a previous menu, or to leave a form.

<LETTER><Enter>  
Use this key sequence to select an item from a menu by using its UPPERCASE LETTER followed by pressing the Enter key.

## **Documentation**

The *Scan Editor* is introduced and the keys and screen formats are shown first. Menus and options are summarized in *Chapter 2*. This is followed by instructions for creating an object.

*Chapter 4* presents information for defining and selecting bar codes to edit. It explains how to enter the information and deciding how to use the editing operations to produce the proper bar codes for the host.

## **Conventions**

This document uses the same typographical conventions as the *PowerNet Reference Manual*.

## **Product Information**

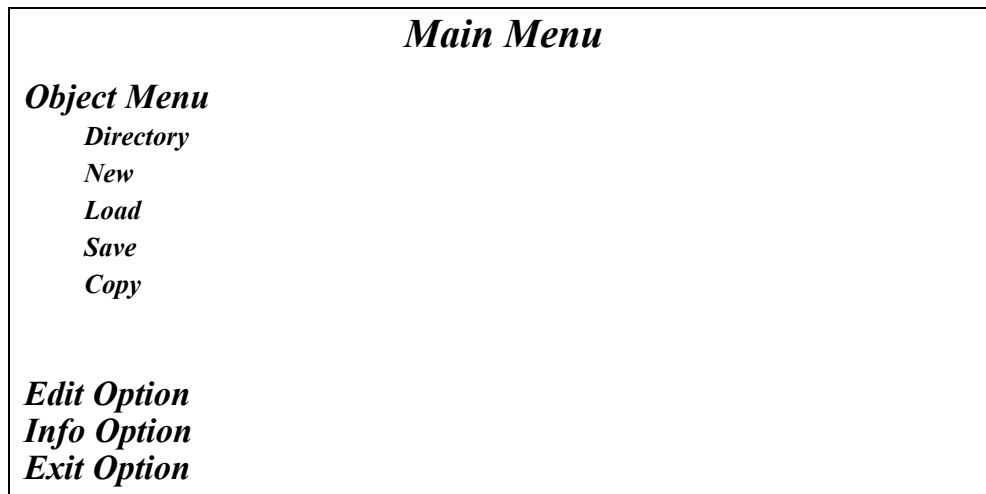
The *Scan Editor* software is included with handlers that have provisions for editing scanned bar codes automatically.

## 2 Menus & Options

---

### ***Introduction***

This chapter describes the Scan Editor program. A system menu map, displaying the location and relationships of menus and options, is shown in Figure 2-1.



**Figure 2-1 Scan Editor Menu Map**

### ***Menu and Option***

The following is a summary of menu and option functions.

***Main Menu*** - This is the menu bar with the selections and options listed below.

***Object Menu*** - This drop-down menu has selections that are used to create, load, and display a list of objects used for editing scanned bar codes. It also includes options for saving and copying objects.

***Directory*** - This option displays all *Editor Objects* that are present in the **/crf** directory of the PowerNet NCU. Any of these objects can be accessed with the *Scan Editor* utility. When an object is selected from this list, it is loaded into memory

**New** - This option is used to create new *Editor Objects* for use with the program

**Load** - An *Editor Object* must be loaded into memory in order to be worked upon, and this option performs the loading function. It can be used as an alternative to the *Directory* option, although selection is not from a list. The name of the object is entered at a prompt on a form.

**Save** - Use this option to make a newly created object permanent and for saving the information added to an object.

**Copy** - This option makes an identical copy of an object.

**Edit Option** - This option is used to display the *Editing Information Form* which is used to specify the proper bar codes to edit and the editing operations that is performed on the selected bar codes.

**Info Option** - Information about the *Scan Editor* program, including the version number, is displayed with this option.

**Exit Option** - Select *Exit* to return to the command line prompt.

## 3 Object Creation

---

### Introduction

Creating an object is done from within the program. No other utilities are involved and the process is quite simple.

### Create An Object

Select the *Object Menu* from the *Main Menu* bar. The *Object Menu* is shown in Figure 3-1. If the *Scan Editor* program has never been invoked, there are no objects associated with it, and none are displayed when *Directory* is selected.

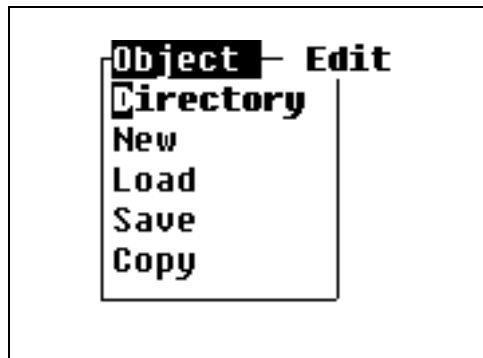


Figure 3-1 Object Menu

### New

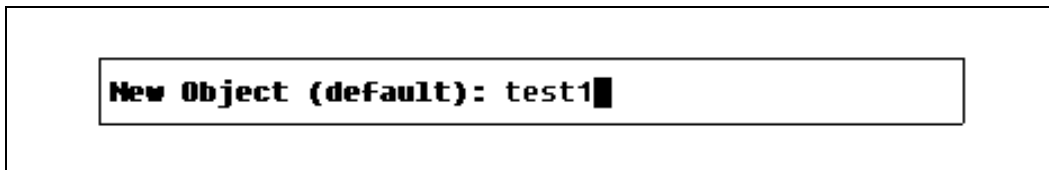
A screenshot of a text input field. The text inside the field is "New Object (default): test1". The cursor is positioned at the end of the text.


Figure 3-2 New Object Form

To create a new object, highlight *New* and press <Enter>. The program prompts for an object name with the following form (see Figure 3-2).

Type in the object name, which can be from one to eight alphanumeric characters. The object is created in the */crf* directory. It is also appended with *.sce*, which is not shown in the *Scan Editor* program but is seen at the command line.

## Save

Once a name is given to the object, it must be saved, or it does not exist after you exit the program. Select Save from the *Object Menu* and press <Enter>. The screen shown in Figure 3-3 appears momentarily.



**Saved test1**

**Figure 3-3 Save Screen Display**

The new object is now ready to have recognition sequences, conditions, and editing instructions added

**CAUTION:** Do not attempt to edit this object with any other programs, as it can then cease to function normally when linked to its handler.

# 4 Operation

---

## Introduction

The *Edit* option is used to create the rules for selecting and performing editing operations on bar codes that are scanned. You must know the bar codes that you want to edit and what changes must be made to them

## Load Object

Once an *Editor Object* is created and saved, it is loaded. Select the *Directory* option from the *Object Menu* (see Figure 3-1) which displays a list of all valid *Editor Objects*. An example is shown in Figure 4-1. Highlight the object that are worked on, then press <Enter> to load it into memory.

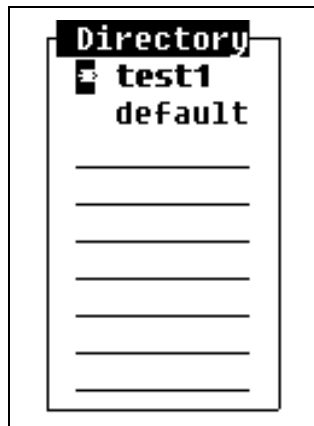


Figure 4-1 Directory List of Editor Objects

Or, you can select *Load* from the *Object Menu* (see Figure 3-1). Type the name in the *Load Form* shown in Figure 4-2 and press <Enter>.

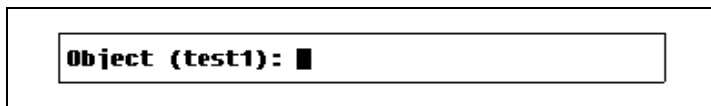


Figure 4-2 Load Form

## Scan Editing Form

Select *Edit* from the *Main Menu* bar and press <Enter>. The *Scan Editing Form* shown in Figure 4-3 is displayed.



Key definitions follow.

<b>Recognition Keys</b>	<b>Function</b>
<b>A</b>	The A key is used to indicate that only an alpha character can appear in that particular position in selected bar codes.
<b>N</b>	Use the N key to indicate that only a numeric character can appear in that particular position in selected bar codes.
<b>*</b>	An asterisk indicates that any character can appear in that particular <b>position in selected bar codes</b> .
<b>=</b>	Use the equal sign followed by a specific character to designate the character that must appear in that particular position, in selected bar codes.

<b>Operation Keys</b>	<b>Function</b>
<b>X</b>	When an X is placed in a position in the bar code, the character in that position is deleted when the bar code is edited automatically.
<b>*</b>	Use the asterisk when no operation is to be performed on the character in the position in which * appears. Whichever character is in that position is copied to the same position in the final edited bar code (i.e., left untouched).
<b>( )</b>	Use the parenthesis to enclose a character that is substituted for the character that appears in that position in the selected bar code.



### Example 2 - Remove Character

```

Bar Code:          * * * * *
Character Position: 1 2 3 4 5 6 7 8 9 10
Operation:         * * * * * * * * * X

```

All 10-character bar codes are edited. The tenth character is removed in all cases, as there is no specific selection criteria other than the number of characters.

```

Character Position: 1 2 3 4 5 6 7 8 9 10
Result:            * * * * *

```

### Example 3 - Remove Character

```

Bar Code:          A * * * * *
Character Position: 1 2 3 4 5 6 7 8 9 10
Operation:         * * * * * * * * * X

```

All 10-character bar codes beginning with a letter (alpha character) is edited. The tenth character is removed. The result is a 9-character bar code beginning with a letter.

```

Character Position: 1 2 3 4 5 6 7 8 9 10
Result:            A * * * * *

```

### Example 4 - Remove Multiple Characters

```

Bar Code:          N N N A A A * * * *
Character Position: 1 2 3 4 5 6 7 8 9 10
Operation:         X X X X X X * * * *

```

In this example, all 10-character bar codes, beginning with three numeric characters, followed by three alpha characters, are selected for editing. The content of the last four positions does not affect the selection. These bar codes have the first six characters removed. The final result is a four character bar code consisting of the original seventh, eighth, ninth, and tenth characters.

```

Final Character Posn: 1 2 3 4 5 6 7 8 9 10
Orig Character Posn:  7 8 9 10
Result:              * * * *

```

### Example 5 - Remove and Substitute Characters

```

Bar Code:          =C A A N N N * * * *
Character Position: 1 2 3 4 5 6 7 8 9 10
Operation:         * * * * * X * * (Y)

```

10-character bar codes beginning with the letter C, followed by any two letters (alpha characters) followed by three numbers (numeric characters) match the recognition pattern and are edited. The content of the last four positions does not affect the selection. These bar codes have the first six characters left intact and the seventh character removed. The eighth and ninth characters are also left intact. The tenth character is changed to a Y.

The result is a nine character bar code beginning with C, followed by two alpha characters and three numeric characters. The seventh and eighth characters are the former eighth and ninth characters (of any type) and the sequence ends with a Y in the ninth position.

```
Final Character Posn: 1 2 3 4 5 6 7 8 9 10
Orig Character Posn:  1 2 3 4 5 6 8 9 10
Result:              C A A N N N * * Y
```

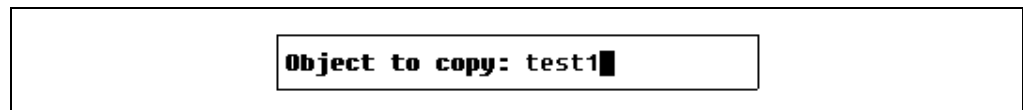
## Copy Object

To avoid entering the same information multiple times, an object can be copied once common information is entered. Then, different information is entered in each of the objects. A use for this feature follows.

In some cases, merchandise from different manufacturers may have similar bar codes (number of characters and type) but the codes need to be edited differently. For example, manufacturer # 1 has an 8-character bar code that begins with a T which must be changed to a B. Manufacturer # 2 has an 8-character bar code that begins with a T which must be changed to a G. Since the recognition patterns cannot be distinguished from each other, they should be incorporated in two different objects (#1 and #2) and then the appropriate object is used when each manufacturer's goods are scanned.

The two objects are attached to different handlers (#1 and #2). When merchandise from manufacturer #1 is scanned, handler #1 with object #1, is used. When merchandise from manufacturer #2 is scanned, handler #2 with object #2, is used. Different handlers are accessed from the *Host List* on the RF terminal (see the *Connectivity Manual* for the software in use at the site).

When creating objects that are similar, the first object can be created, saved and then copied. The copy can be modified, thereby saving time and keystrokes.



**Figure 4-5 Copy Form**

To copy an object, select *Copy* from the *Object Menu*. The *Copy Form* shown in Figure 4-5 appears.

Enter the name of the object to be copied and press <Enter>. The *Copied Object Name Form* is then presented (see Figure 4-6).



New object name: test2█

**Figure 4-6 Copied Object Name Form**

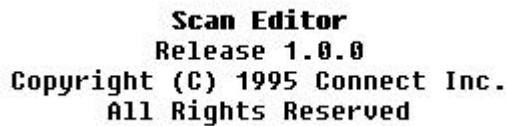
Enter the name for the copied object and press <Enter>. A confirmation of the copy operation appears on the screen momentarily.

This copied object must be saved. Only objects that are loaded, or new objects that are entered into the *Load Form*, can be saved. Select *Load* from the *Object Menu* and type in the name of this new copied object when the *Load Form* (see Figure4-2) appears. Next, press <Enter>.

The program displays a message that it cannot open this object. Ignore the message and then select *Save*. The new copied object is saved and a message appears on-screen, notifying you of this save action.

To modify this new object, it must be loaded and then the *Edit* selection can be used to change the information.

### ***Info Option***



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**Figure 4-7 Information Display**

Another helpful item on the Main Menu bar is the Info option which displays a screen about the *Scan Editor* (see Figure 4-7). Should a problem arise, you may be asked the version number when speaking with technical support. This information is presented here.

## Linking the Editor Object to a Handler

```

UTERM Handler Setup Page 1

Menu name [HP700-92 ]

Emulation [Op700 ]
Application [/bin/login ]
Arguments [ ]

Keyboard
Session End [pf10 ]
Mapping File [ ]

Display
Quadrants [off ]
Scroll mode [full]
Reverse Video [on ]

Scanner
Standard Key [enter ]
Alternate Key [tab ]
Scan Ahead [1 ]
Editor Object [ ]

Terminal
Poll Rate 1 [8 ]
Poll Rate 2 [32]
Rate Switch [10]
RF Timer [120 ]
Power Timer [300 ]
Backlight Timer [0 ]
Cursor [hard]
Case Conversion [none ]
Comm Mode [block]
Collection time [50 ]

Alarm
Volume [low]
Mode [bell ]

Formatter
Object [ ]
Printer
Type [none ]
Init File [ ]

Log Levels
Debug [1]
PS [0]

Formatter [0]

<ESC>=QUIT <TAB>=CHANGE <ARROWS>=MOVE <CTRL><B>=PGUP <CTRL><F>=PGDN

```

Figure 4-8 VTERM Handler Setup Form

Linking the *Editor Object* is a very easy process. Linking to the *VTERM Handler* is used as an example. This handler is shown in Figure 4-8.

The **Editor Object** field, under the *Scanner* topic, must be completed and the *VTERM Handler Setup Form* saved. Instructions, for completing the rest of the particular handler form, appear in the relevant *Connectivity Manual*.

**Editor Object:** [Text Field] Enter the object name of the *Editor Object* created with the *Scan Editor* utility. The path must also be entered, if the default path, */crf*, is not where the object is located.

