TELNETCE CLIENT KEYBOARD CREATOR

This document describes how to use the Keyboard Creator in TelnetCE Client.

This document provides information about the Keyboard Creator in TelnetCE Client.

Note: Keyboard Creator is available for TelnetCE Client 5.1 and later versions.

OVERVIEW

This document provides the following information:

- Overview of Keyboard Creator
- Launching the Keyboard Creator
- Selecting Keyboard Files
- Creating Keyboards
- Importing Keyboard Graphics
- Creating and Configuring Keys
- Deploying the Keyboard to the TelnetCE Client

OVERVIEW OF KEYBOARD CREATOR

The Keyboard Creator allows you to create or modify TelnetCE Client virtual keyboard.

Use the following steps to create a keyboard using Keyboard Creator:

1. Launch the Keyboard Creator.
2. Select the appropriate keyboard file.
3. Create a new keyboard.
4. Import a keyboard graphic, if desired.
5. Create and configure the keys of the keyboard.
6. Deploy the keyboard to the TelnetCE Client.

LAUNCHING THE KEYBOARD CREATOR

The Keyboard Creator is installed as part of the TelnetCE Client Avalanche software package.

Note: The Keyboard Creator is only available in the Avalanche TelnetCE Client. You will not be able to access the Keyboard Builder from the ActiveSync install utility or any other third-party TelnetCE Client installation or configuration utilities.
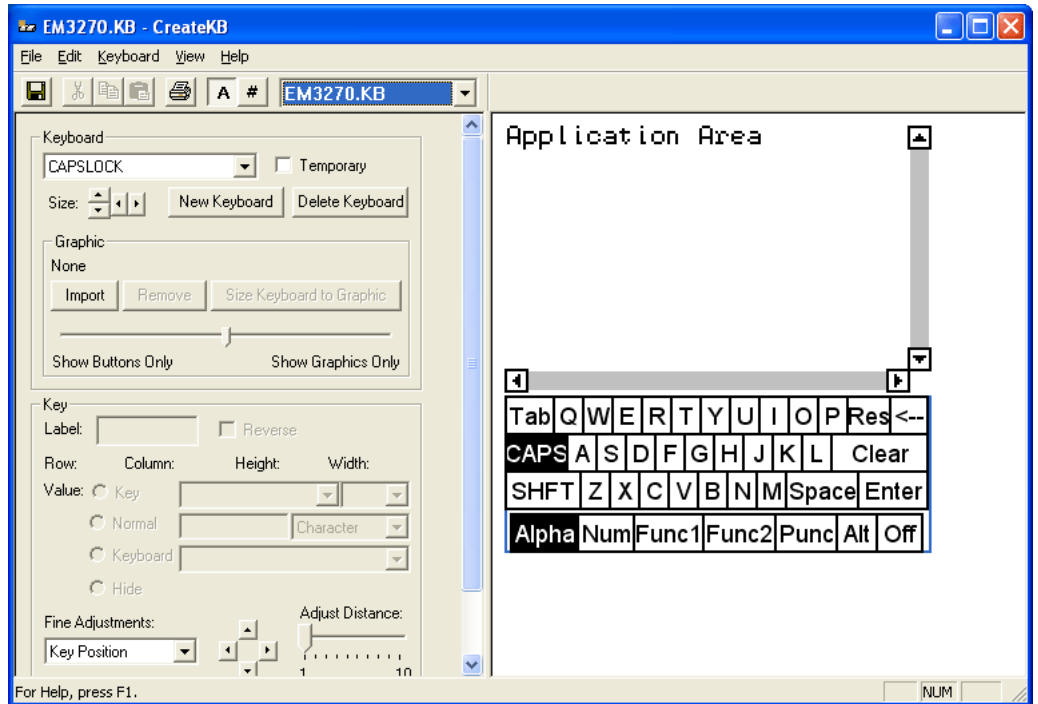
To launch from Avalanche:

1. Select the TelnetCE Client software package in the Tree View of the Avalanche Manager.
2. Right-click the package and select `Keyboard Creator`.

   The Keyboard Creator opens.

Launching the Keyboard Creator

SELECTING KEYBOARD FILES

Keyboard files contain all the keyboards needed for a given emulation (5250, 3270, VT100, VT220, or HP). Use the following table to determine the name of the keyboard file that should be edited for a particular emulation.

| Emulation	File Name
5250	EM5250.KB
3270	EM3270.KB
VT100, VT220	EMVT.KB
HP	EMHP.KB

There are two additional keyboards:

•   EMNONE.KB are the keyboards displayed when a session is not connected to a host.

•   EMNUM.KB are the keyboards displayed for the Numeric keyboard option.

When the keyboard file is saved, a matching file with the .KBB extension will also be saved. This file is a binary representation of the keyboard file and will be used by the terminal to display the keyboards. (TelnetCE Client ignores the .KB files if they are present.)

To select a keyboard file:

1.   Determine the name of the Keyboard file you are creating.

2.   Select the file type from the drop-down list.
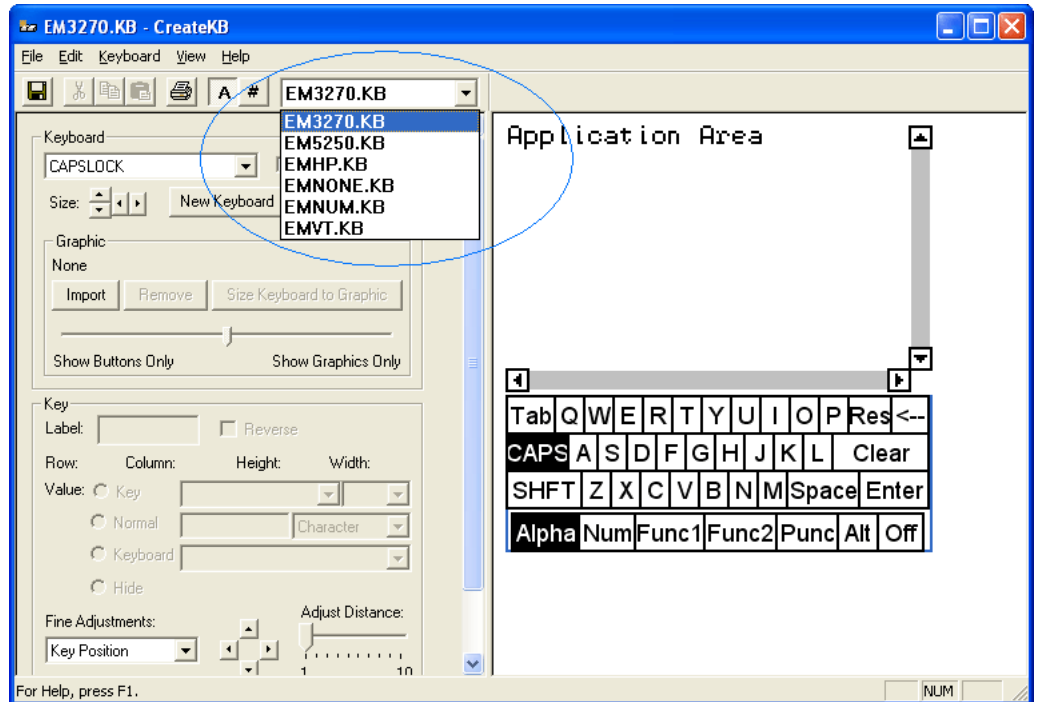
Selecting the File Type

CREATING KEYBOARDS

There are two default keyboards: the default alpha keyboard and the default numeric keyboard. The default alpha keyboard is displayed by default. The default numeric keyboard is displayed when in a numeric field (**5250 and 3270 only**).

This section provides the following keyboard information:
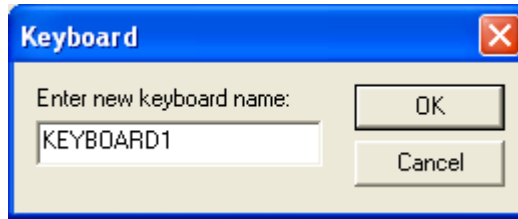
- Adding a new keyboard

- Sizing keyboards

- Deleting keyboards

ADDING A NEW KEYBOARD

Multiple keyboards can be included in each keyboard file. The keyboards are linked together by shift keys (special keys which display another keyboard).

To add a keyboard:

1. Launch the Keyboard Creator.
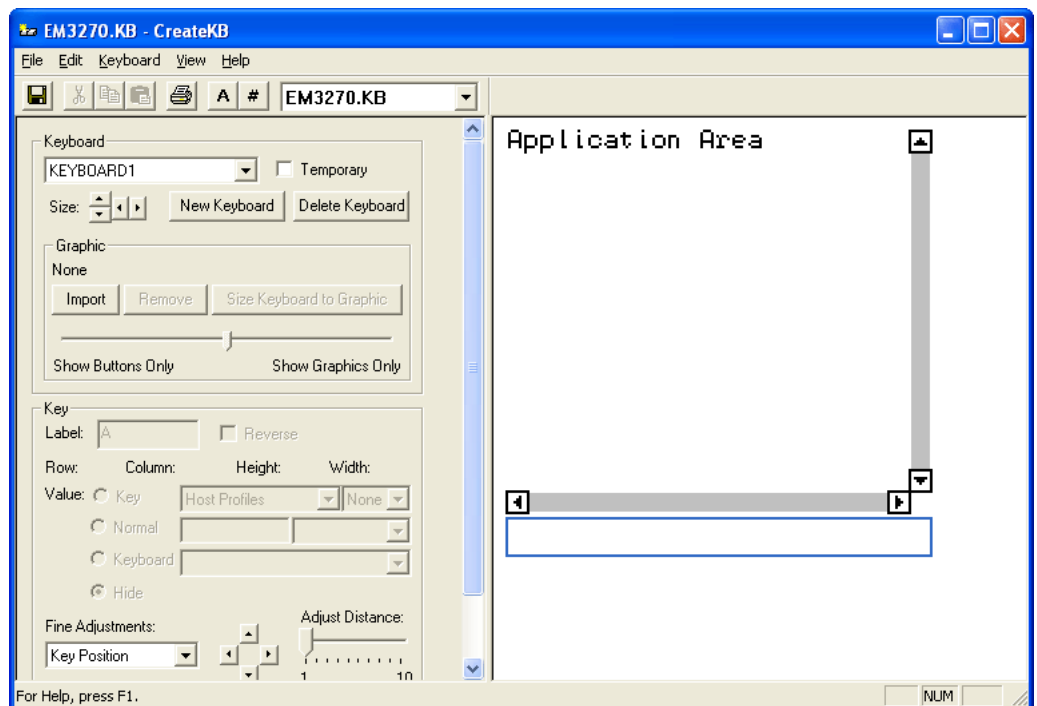
2. Select `Keyboard > New Keyboard` from the menu.

Creating a New Keyboard

    3.   Enter a new name for the keyboard.

Note: Keyboard names must start with a letter, may only contain numbers or letters, and can only be 11 characters long.

Creating a New Keyboard

    4.   Use the Key configuration options to configure each key of the keyboard.

Refer to "Creating and Configuring Keys" on page 6 for more information.

SIZING KEYBOARDS

You can use the mouse to resize a keyboard. As you increase the size of the keyboard, the size of the application area will decrease.

To resize the keyboard:

    1.   Mouse over the top border, right-side border, or the upper-right corner of the keyboard.

    2.   When the double-sided arrows appear, click and drag the keyboard to the desired size.

DELETING KEYBOARDS

When deleting a keyboard that has keys which connect to it, an option will be presented for dealing with any connections to the keyboard. Keys that are references to the keyboard being deleted can be deleted, set to an empty value or redirected to another keyboard.

To delete a keyboard:

1. Select `Keyboard > Delete Keyboard` from the menu.

2. Select what action to take for referenced keys.
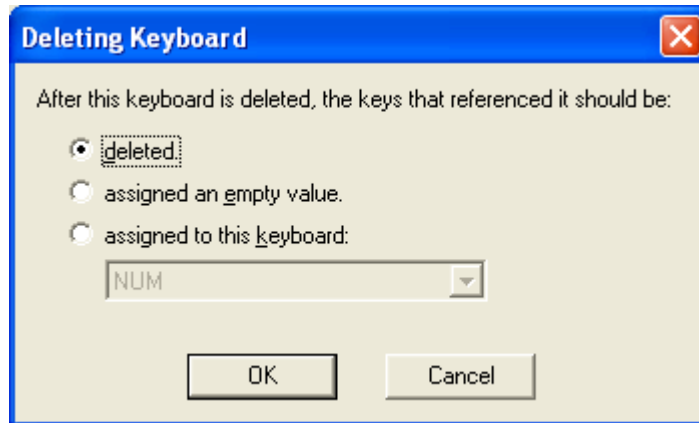
Deleting a Keyboard

IMPORTING KEYBOARD GRAPHICS

The default keyboard draws the keys on the computer screen. However, you can import a graphic to be displayed instead of the created keys. An imported graphic will be embedded in the .KB and .KBB files, so you will not need to save the imported graphic file.

Key locations and values will still be used to determine which key the you clicked when you click on the keyboard graphic. You will need to create and position keys in the same position as the buttons on the imported graphic. Use the slider bar to change how dark the graphic and buttons are while editing so that you can size and position the buttons correctly.

Note: Be sure to label the buttons you create. If the mobile device is unable to use the bitmap image, the labeled buttons will still appear.

To import a graphic:

1. In the Keyboard Creator, click `Import`.

2. Navigate to the location of the bitmap image you want to import.

3. Click `Open`.

4. Click the `Size Keyboard to Graphic` button to make the keyboard the same size as the imported graphic.

5. Use the slider bar to adjust the how dark and how light the graphics and buttons appear when editing.

CREATING AND CONFIGURING KEYS

There are three types of keys that can be on a keyboard:

*   **Normal keys** represent letters, numbers, or other characters in the emulation and can also represent special emulation specific function keys.

*   **Shift keys** can point to any other keyboard in the current keyboard file.

*   **Hide keys** hide the keyboard and allows an unobstructed view of the emulation screen.

This section provides the following information:

*   Adding new keys

*   Sizing and positioning keys and rows

*   Deleting keys

ADDING A NEW KEY

You can add new keys to a keyboard and configure the key values and configure the following options:

*   **Label**. Enter the text that will appear on the virtual key when it is displayed.

*   **Reverse**. Enable this option for a key that indicates the active keyboard type.

*   **Key Value**. Select from Key, Normal, Keyboard (shift), or Hide. Key values allow you to select emulation-specific actions to be assigned to the keys. The list of keys available will vary depending on the emulation type selected.


Note: Normal key values can be displayed or entered as a character value (the actual character created by the keystroke is shown), a decimal value (for characters which cannot be shown), or a hexadecimal value (for scan codes of special function keys).

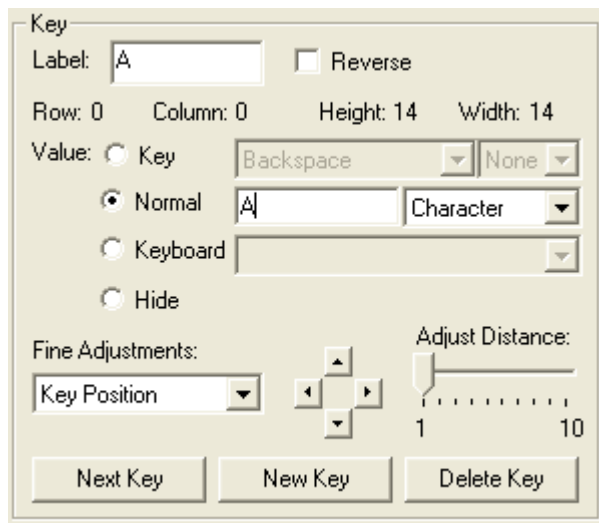
To add a new key:

1. Select `Keyboard > Add Key`.

    The new key will appear in the top left corner of the keyboard, or directly to the right of a selected key (if it will fit).
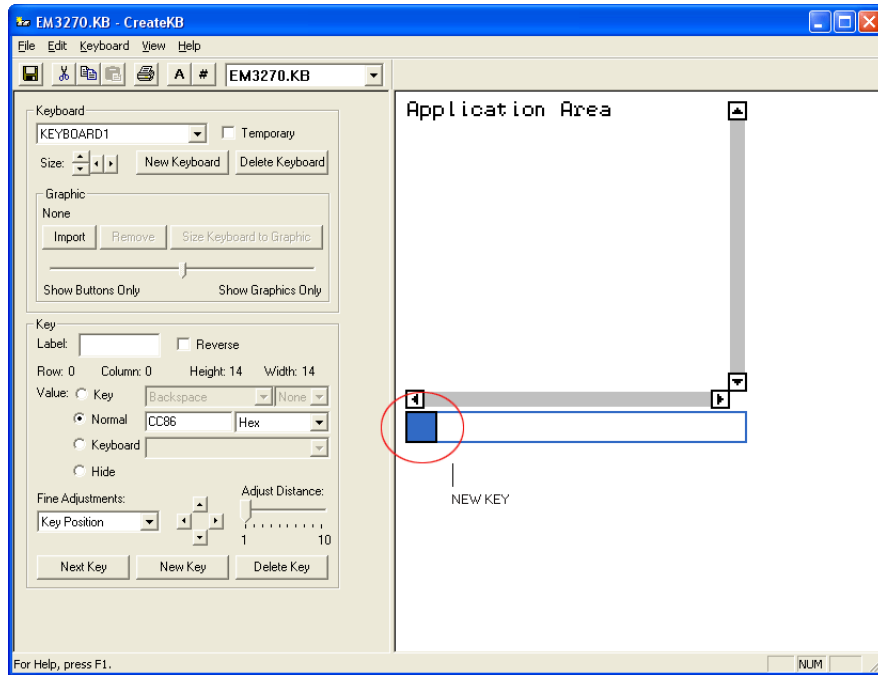
Adding a New Key

> 2. Modify the values for the key using the key configuration options.

Configuring a New Key

> 3. Repeat to create additional keys for the keyboard.

SIZING AND POSITIONING KEYS AND ROWS

You can use the configuration options in the Key region of the Keyboard Creator to modify the size and position of the keys on the keyboard.

The **Fine Adjustments** drop-down menu allows you to select what object you want to modify:

- **Key Position.** Select this option to move a selected key on the keyboard. You can also adjust the key position by clicking on the key and dragging it to the desired position.

- **Row Position.** Select this option to move an entire row.

- **Keyboard Position.** Select this option to move all the keys on the keyboard.

- **Key Size.** Select this option to adjust the size of the key.

Once you select the object you want to modify, you can use the arrow buttons to position or size the keys and rows. The Adjust Distance slider determines the distance that the arrow buttons move or adjust the keys or rows. You can use the slider to change the distance from 1-10 pixels.

To position a key:

1. Click `New Key`.

2. From the **Fine Adjustments** drop-down menu, select `Key Position`.

3. Use one of the following methods to move the key:
   - Use the arrow buttons to position the key in the desired location.
   - Drag and drop the key to the desired location.

To position a row:

1. Click a key in the row you want to position.

2. From the **Fine Adjustments** drop-down menu, select `Row Position`.

3. Use the arrow buttons to position the row in the desired location.

To resize a key:

1. Click `New Key` or select an existing key.

2. From the **Fine Adjustments** drop-down menu, select `Key Size`.

3. Use the arrows to adjust the size.

DELETING KEYS

You can delete keys that you do not want from the keyboard.

To delete a key:

1. Select the key you want to delete.

2. Select `Keyboard > Remove Key`.

DEPLOYING THE KEYBOARD TO THE TELNETCE CLIENT

Once you have completed creating your keyboard and keys, click the **Save** icon to save your keyboard, and then exit the Keyboard Creator. Your TelnetCE Client will update with the new keyboard the next time the mobile device syncs with Avalanche Manager.

REVISION HISTORY

- 07/29/2005. Document created.