

# Demo Project for Keypad Usage

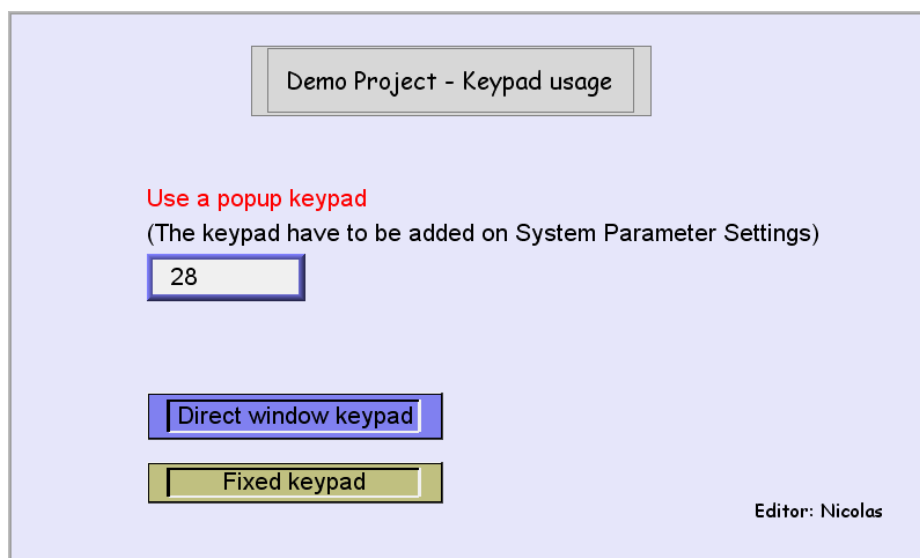
## Table of Contents

1. Overview
2. Operation of the screen
3. Addresses

## 1. Overview

This demo project introduces the usage of popup and un-popup keypad with Numeric input / ASCII input objects. Both “Numeric Input” and “ASCII Input” objects need to use keypad as input tool. Except for calling up the keyboard to the screen, users can design a fixed personalized keypad in the same window as input objects.

The popup keypad means that keypad has to be added in system parameter settings before using, and if the keyboard is an USB keyboard, in indirect / direct window, or in the same window, users don’t need to check the “Use a popup keypad” option.

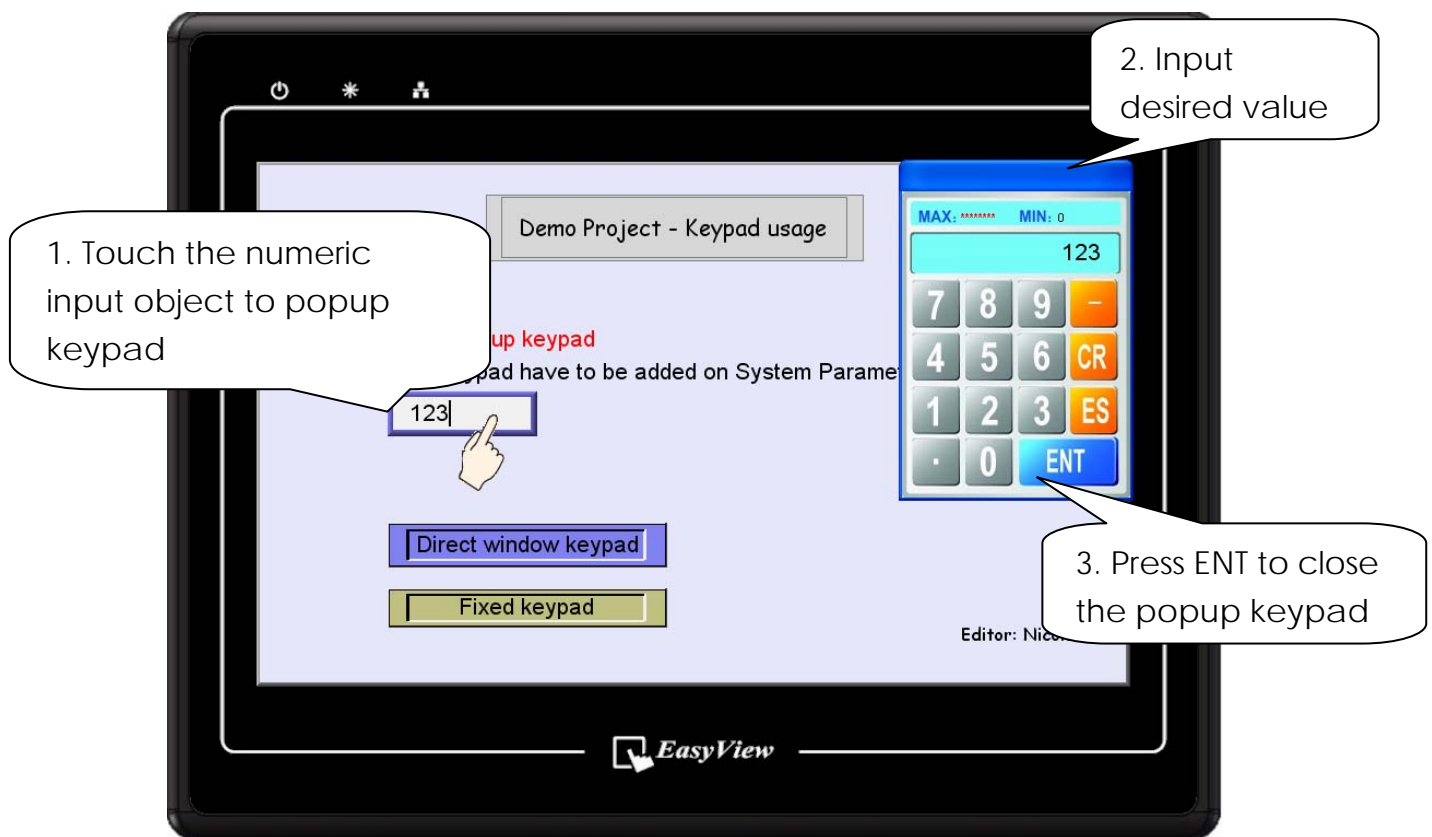


## 2. Operation of the screen

### [Use a popup keypad]

If users want to use popup keypad with “Numeric Input” or “ASCII Input” objects, the keypad has to be added in system parameter settings first.

Create a Numeric input / ASCII input object, and check “Use a popup keypad” on Data Entry tab. About operation process, please refer to illustration below.

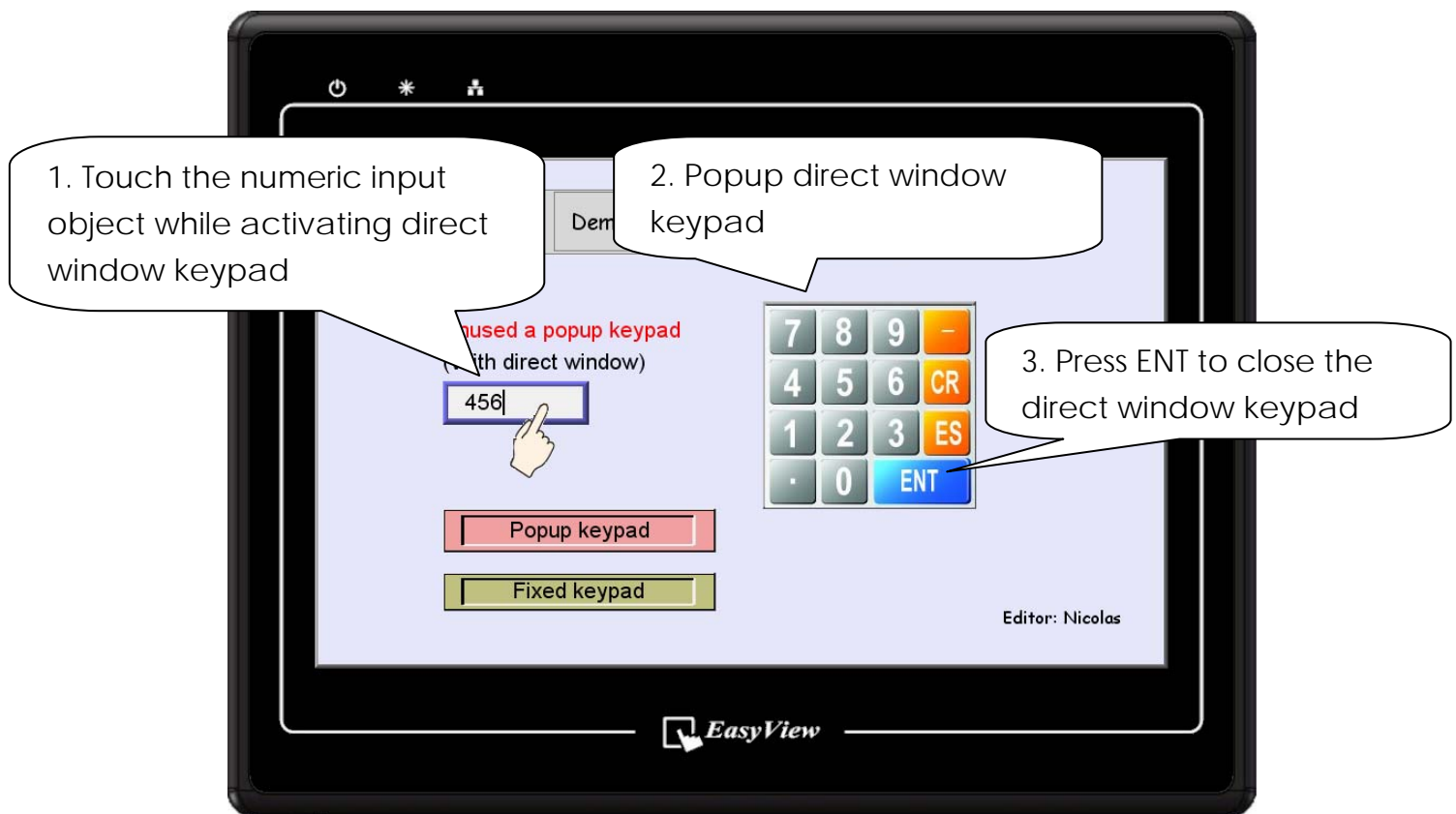


When users touch the numeric input object, the popup keypad will be displayed in desired position.

**[Not using a popup keypad] (The keypad is in direct window)**

If users do not check “Use a popup keypad” option, there is another way to use keypad, which is to trigger direct window keypad.

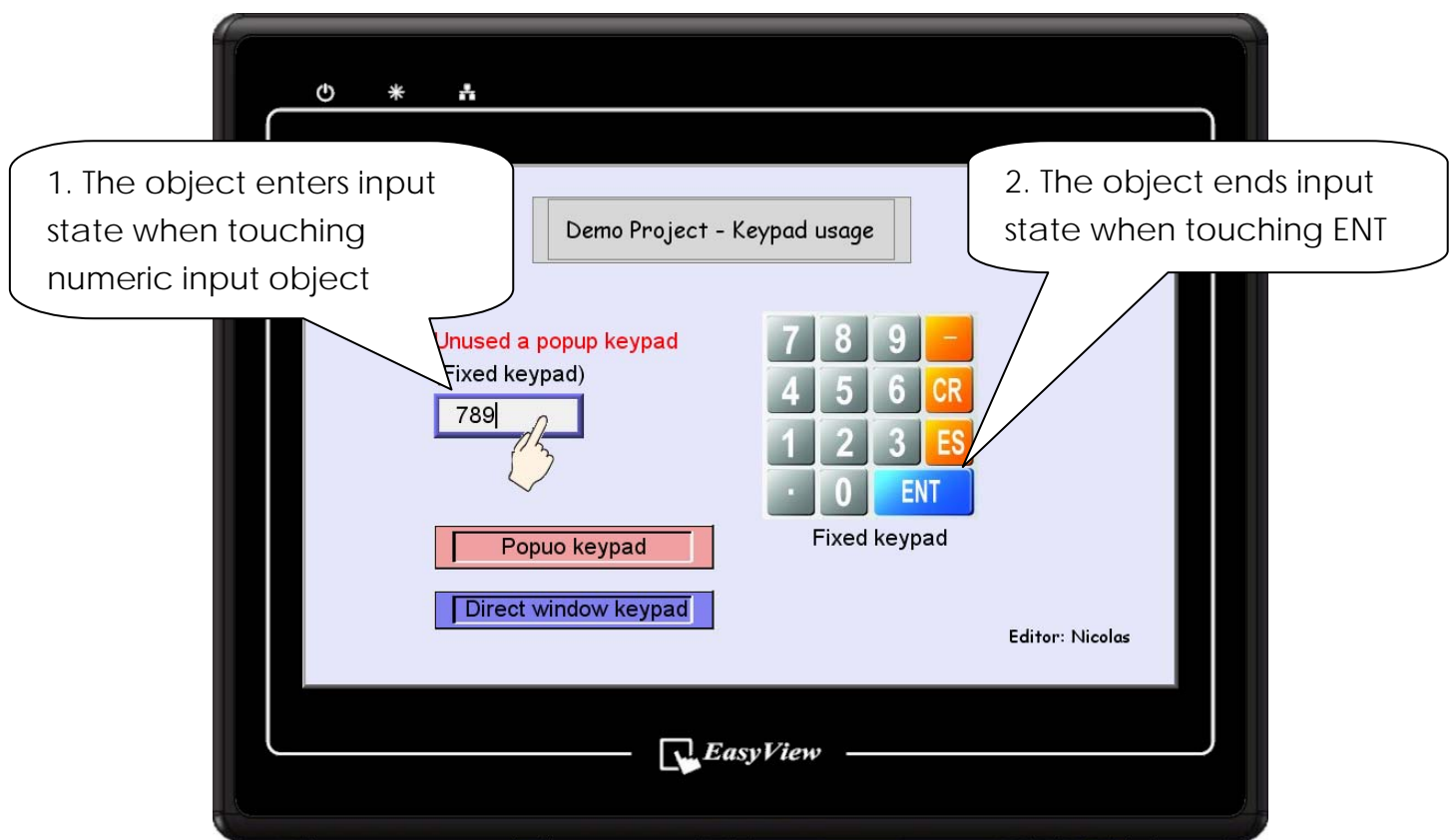
Create a Numeric Input and Direct Window object, the keypad in window13 has to be created first. Set a Set Bit object (set on) to overlay on Numeric Input object. This Set Bit object is used to activate direct window keypad; and then set ENT button with Notification function. The Notification set off to close direct window keypad. Users can touch the Numeric Input object while activating direct window keypad. About operation process, please refer to illustration below.



**[Not using a popup keypad] (The fixed keypad is in the same window)**

Except for using direct window keypad, users can also place a fixed keypad in the same window as input tool. In this way, keypad can't be moved or disabled.

Create a Numeric input object and do not check "Use a popup keypad". And then design a keyboard with function key object and place it in the same window. About operation process, please refer to illustration below.



### 3. Addresses

The addresses used in this demo project are listed below. Please change these addresses according to your system.

Object	Address	Object ID	Detail
<b>Window10</b>			
Numeric input	LW0	NE_0	Use popup keypad
Function key		FK_0	Change full-screen window to No.11
		FK_1	Change full-screen window to No.12
<b>Window11</b>			
Direct window	LB0	WC_0	Display direct window keypad area
Numeric input	LW10	NE_0	Not using popup keypad
Set bit	LB0	SB_0	Trigger direct window
Function key		FK_0	Change full-screen window to NO.10
		FK_1	Change full-screen window to NO.12
<b>Window12</b>			
Function key		FK_0~FK_14	Create keypad
Numeric input	LW20	NE_0	Not using popup keypad
Function key		FK_15	Change full-screen window to NO.10
		FK_16	Change full-screen window to No.11
<b>Window13</b>			
Function key		FK_0~FK_14	Create keypad