

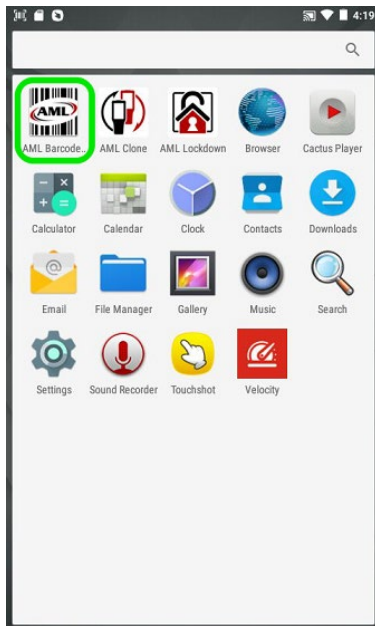


AML Barcode Settings



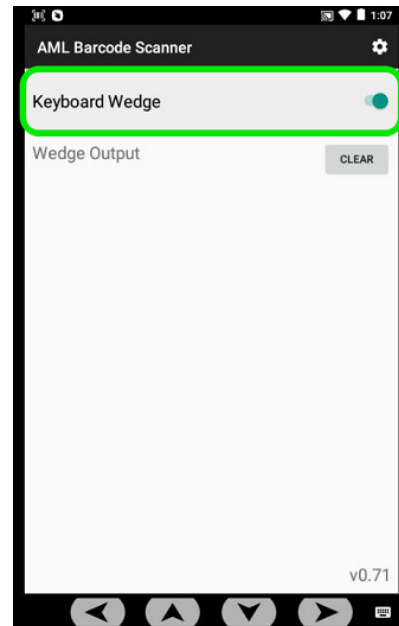
1. Using AML Barcode

Tap the AML Barcode application icon.



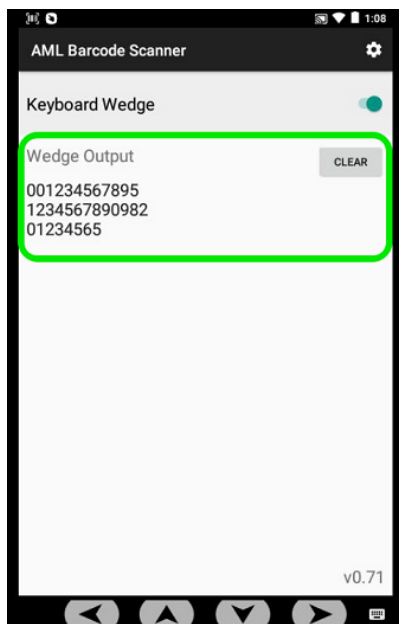
2.

Keyboard Wedge needs to be toggled **on** as shown:



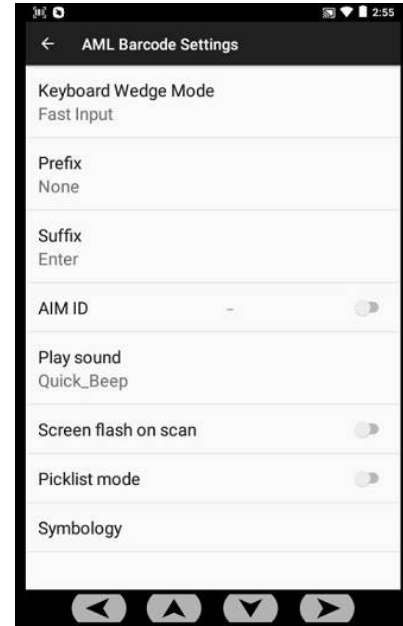
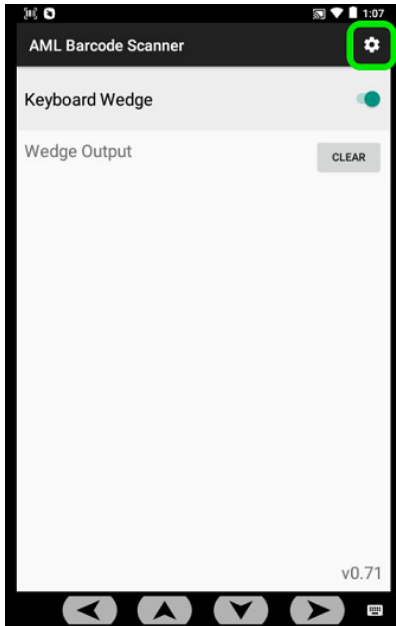
3.

Scanned data will show up under *Wedge Output*:



4. Changing Barcode Settings

To change the Barcode Settings, tap on the Settings icon in the upper right-hand corner. Default settings are show below, right.



5. Options

(Note: Settings in **BOLD** denote default settings)

Keyboard Wedge Mode

Protocol in which scanned data is transmitted to input field(s).

- **Fast Input**— optimized for quickest data transmission
- *True Key Press*— emulates sequential keyboard input
(NOTE: *True Key Press* is normally used if problems arise with scanned data using *Fast Input*.)

Prefix

Attaches keyboard input to beginning of scanned data.

- **None** - no prefix
- *Custom* - acknowledges any ASCII or HEX character value(s)

5. Options (cont'd)

Suffix

Attaches keyboard input to end of scanned data.

- *None* - no suffix
- **Enter** - emulates the <Enter> key
- *Tab* - emulates the <Tab> key
- *Custom* - acknowledges any ASCII or HEX character value(s).

AIM ID

Prefixes (AIM Symbology Identifier) codes to scanned data. **Disabled** by default.

Play sound

Allows the user to change the sound of the audible beep, following scans.

- **Quick_Beep** by default.

Screen flash on scan

Flashes the screen the color **green** for successful scans; and **red** for misreads. **Disabled** by default.

Picklist Mode *(only available on Strikers equipped with 2D Imaging barcode scanners)*

Enabling this will narrow focus of the laser/aimer. (Reduce unintended reads of barcodes close in proximity). **Disabled** by default.

Symbology

Enables/disables specific barcode symbologies (e.g. UPC, Code 128, Code 39, Datamatrix, etc.).

6. Restore Default Settings

*** **NOTE:** To restore factory default settings go to:

Settings → **Apps** → **AML Barcode Scanner** → **Storage** → and tap **CLEAR DATA**.

