

WDI4200: Setting a prefix or suffix

Use the ASCII Chart to determine the 2-digit hex code for the character(s) you want for the prefix or suffix. For example, for the character \$, the code is 24. You can specify up to 20 characters in both the prefix and suffix.

Some commonly used codes:

00 = don't send anything

09 = HT = Tab

0D = CR = Enter (this is the default suffix)

Scan barcodes:

1. Enter/ Exit Programming Mode.
2. Set Global Prefix or Set Global Suffix (only one).
3. Barcodes for the 2-digit code for your character.
Do this for each character.
4. Enter/ Exit Programming Mode
5. If you have less than 20 characters, scan
Enter/ Exit Programming Mode again.

=====

Example: Set the suffix to Tab key.

Enter/ Exit Programming Mode

Set Global Suffix

0

9

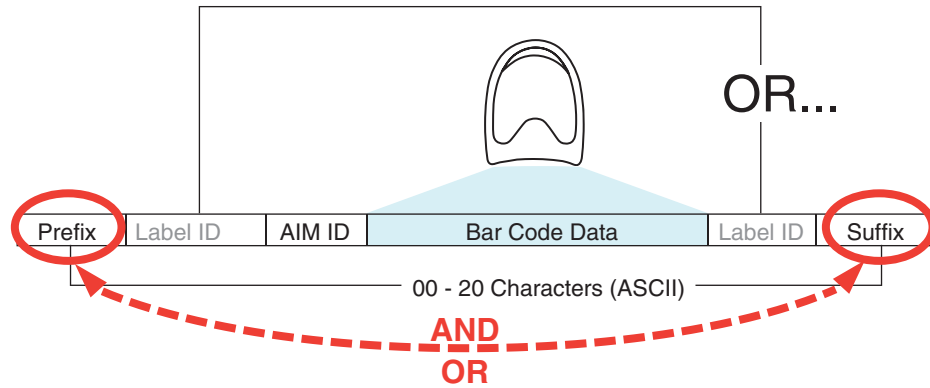
Enter/ Exit Programming Mode

Enter/ Exit Programming Mode

Global Prefix/Suffix

Up to 20 ASCII characters may be added as a prefix (in a position before the bar code data) and/or as a suffix (in a position following the bar code data) as indicated.

Figure 8. Prefix and Suffix Positions



Example: Setting a Prefix

In this example, we'll set a prefix for all symbologies.

1. Determine which ASCII character(s) are to be added to scanned bar code data. In this example, we'll add a dollar sign ('\$') as a prefix.
2. Go to [page 70](#) and scan the ENTER/EXIT PROGRAMMING MODE bar code, then scan the SET GLOBAL PREFIX bar code.
3. Reference the [ASCII Chart on page 297](#) on the inside back cover of this manual to find the hex value assigned to the desired character. The corresponding hex number for the '\$' character is 24. To enter this selection code, scan the '2' and '4' bar codes from [Appendix D, Keypad](#).



NOTE

If you make a mistake before the last character, scan the CANCEL bar code to abort and not save the entry string. You can then start again at the beginning.

4. If less than the expected string of 20 characters are selected, scan the ENTER/EXIT bar code to terminate the string.
5. Scan the ENTER/EXIT bar code once again to exit Programming Mode.
6. The resulting message string would appear as follows:
Scanned bar code data: 12345
Resulting message string output: \$12345

ASCII Chart

ASCII Char.	Hex No.	ASCII Char.	Hex No.	ASCII Char.	Hex No.	ASCII Char.	Hex No.
NUL	00	SP	20	@	40	'	60
SOH	01	!	21	A	41	a	61
STX	02	"	22	B	42	b	62
ETX	03	#	23	C	43	c	63
EOT	04	\$	24	D	44	d	64
ENQ	05	%	25	E	45	e	65
ACK	06	&	26	F	46	f	66
BEL	07	'	27	G	47	g	67
BS	08	(28	H	48	h	68
HT	09)	29	I	49	i	69
LF	0A	*	2A	J	4A	j	6A
VT	0B	+	2B	K	4B	k	6B
FF	0C	,	2C	L	4C	l	6C
CR	0D	-	2D	M	4D	m	6D
SO	0E	.	2E	N	4E	n	6E
SI	0F	/	2F	O	4F	o	6F
DLE	10	0	30	P	50	p	70
DC1	11	1	31	Q	51	q	71
DC2	12	2	32	R	52	r	72
DC3	13	3	33	S	53	s	73
DC4	14	4	34	T	54	t	74
NAK	15	5	35	U	55	u	75
SYN	16	6	36	V	56	v	76
ETB	17	7	37	W	57	w	77
CAN	18	8	38	X	58	x	78
EM	19	9	39	Y	59	y	79
SUB	1A	:	3A	Z	5A	z	7A
ESC	1B	;	3B	[5B	{	7B
FS	1C	<	3C	\	5C		7C
GS	1D	=	3D]	5D	}	7D
RS	1E	>	3E	^	5E	~	7E
US	1F	?	3F	_	5F	DEL	7F



Global Prefix/Suffix

Up to 20 ASCII characters may be added as a prefix (in a position before the bar code data) and/or as a suffix (in a position following the bar code data). See "Global Prefix/Suffix" on page 246 for more detailed programming instructions.

To configure this feature, scan the ENTER/EXIT bar code above, then the bar code at left followed by digits from the Alphanumeric characters in [Appendix D, Keypad](#) representing your desired character(s). End by scanning the ENTER/EXIT bar code again.



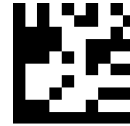
Set Global Prefix

To configure this feature, scan the ENTER/EXIT bar code above, then the bar code at left followed by digits from the Alphanumeric characters in [Appendix D, Keypad](#) representing your desired character(s). End by scanning the ENTER/EXIT bar code again.

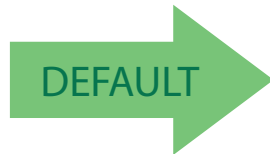


Set Global Suffix

Make a mistake? Scan the CANCEL bar code to abort and not save the entry string. You can then start again at the beginning.



CANCEL



No Global Prefix
Global Suffix = 0x0D(CR)



Appendix D

Keypad

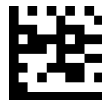
Use the bar codes in this appendix to enter numbers as you would select digits/characters from a keypad.



0



1



2



3



4



5



6



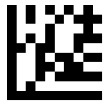
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8



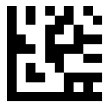
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A



B



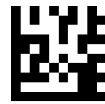
C



D



E



F
