

How to set up a KEYMAP.xxx file for an NCR 64-key Keyboard

The KEYMAP.xxx file resides in the ADX_UDT1 directory on all controllers. The KEYMAP.000 file is part of the ASM (Applied Software Maintenance) install diskette for QConnect. The ASM QConnect install diskette must be installed on every controller that is to load and support QConnect terminals.

The KEYMAP.xxx file has an extension, xxx, which represents one of the following:

- * If xxx = 000, this is the default KEYMAP file to be used if a KEYMAP file does not exist for a particular terminal number.
- * If xxx = nnn (where nnn is a terminal number), values from this file will be used for terminal nnn only.

KEYMAP Layout and Syntax

Each line within the KEYMAP file must be one of the following:

- o a blank line
- o a comment line /* this a comment */
- o a key mapping line a = 73

Note: Several parameters formerly contained in the KEYMAP file have been moved to the CDIFILE. The description here omits all parms which now reside in the CDI file. If any of these parms are specified in the KEYMAP file, however, they take precedence over similar parms specified in the CDI file. Please remove any obsolete parms from this file and make sure their corollary definitions are present in the CDI file.

```
/* Key Map File Syntax: */  
/* [key_name] = [key POS function code] /* comment ..... */ */  
/* */  
/* "key_name" can be left blank for no key mapping or it can be */  
/* a single key letter, number, or special function code associated */  
/* with the character generated by the keyboard. */  
/* */  
/* "key POS function code" can either be the POS function code value */  
/* */  
/* such as: 73, 61, 95, 115, 222 */  
/* */  
/* or it can be one of the "right side" special key values such as: */  
/* NOKEY, NUM_00 ,NUM_000 */  
/* */  
/* Comments begin with "/*" and end with "*/", they must began and */  
/* end on the same line. */
```

KEYMAP "left side" values (Key names)

Alphanumeric or special character represents code generated by the key

BKSP = Back Space Character

SP = Space Character

ENT = Enter key

'C-' = Ctrl key held down in addition to an alphanumeric key. The other key must be represented within single quotes unless the key has a special name. Examples: C-'a' or C-F2

Fx = Represents code for a function key (F1-F10)

KEYMAP "right side" values (POS Function Codes)

NOKEY No key function code is assigned to this key.

NUM_00 sends '0','0' to the application

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THRTKEY issue Document Insert (DI) open or close throat

DOCEJEC issue Document Eject

CUT_KEY test key assignment setting to cut the customer receipt

CUTPKKEY test key assignment setting partial cut of the receipt

CR__KEY test key to advance the CR printer

SJ__KEY test key to advance the SJ printer

DI__KEY test key to advance the DI printer

DIBKKEY test key to backup the paper in the DI printer

PTSTKEY test key to test printing from the terminal

* S1_FC used to assign the S1 IBM system key

* S2_FC used to assign the S2 IBM system key

SCR_UP scrolls electronic journal on DYNKEY display UP

SCR_DN scrolls electronic journal on DYNKEY display DOWN

GROUPxx causes DYNKEYs defined by GROUPxx to be displayed. GROUPxx is a Group number defined in the DYNKEY.xxx file.

Sample KEYMAP file for NCR 64-Key Keyboard

```
/* Sample Keymap File */
```

```
a = 76 /* Food Stamps/No Food Stamps */
```

```
b = 62 /* Discount */
```

```
c = 214 /* Department 14 */
```

```
d = 65 /* Manufacturer's Coupon */
```

```
e = 79 /* Override */
```

```
f = 100 /* No Sale */
```

```
g = 61 /* Sign Off/On */
```

```
h = NOKEY
```

```
i = 82 /* Suspend/Retrieve */
```

```
j = NOKEY
```

```
k = 70 /* VOID */
l = 212 /* Department 12 */
m = NOKEY
n = S1_FC /* S1 System Key */
o = NOKEY
p = 71 /* Tare */
q = 73 /* Clear */
r = 213 /* Department 13 */
s = 207 /* Department 7 */
t = 206 /* Department 6 */
u = S2_FC /* S2 System Key */
v = NOKEY
w = 202 /* Department 2 */
x = 211 /* Department 11 */
y = NOKEY
z = 208 /* Department 8 */
F1 = 94 /* Miscellaneous Tender 2 */
F2 = 95 /* Miscellaneous Tender 3 */
F3 = 93 /* Food Stamp Tender */
F4 = 92 /* Check Tender */
F5 = ENT /* Enter Key */
F6 = NOKEY
F7 = NOKEY
F8 = 91 /* Cash Tender (Double Key) */
F9 = NOKEY
F10 = 91 /* Cash Tender (Double Key) */
S-F1 = 75 /* Quantity */
S-F2 = 201 /* Department 1 */
S-F3 = 80 /*Enter key */
S-F4 = 205 /* Department 5 */
S-F5 = 203 /* Department 3 */
S-F6 = NOKEY
S-F7 = NOKEY
S-F8 = NOKEY
S-F9 = NOKEY
S-F10 = NOKEY
C-F1 = NOKEY
C-F2 = NOKEY
C-F3 = NOKEY
+ = 209 /* Department 9 */
/ = 77 /* Tax / No Tax */
\ = NOKEY
, = 96 /* Miscellaneous Tender 3 */
_ = NOKEY
```

```

" = NOKEY
: = NOKEY
* = NOKEY
- = 204 /* Department 4 */, = 78 /* "/" key */
BKSP = NOKEY
SPACE = 81 /* Total Key */
ENT = 80 /* ENTER key */
UP = NOKEY
DOWN = NOKEY

```

NCR 64-Key Keyboard Definition Template

/	a	b		c	d		e	f	g
\	h	i		j	k		l	m	n
'	o	p		q	r		s	t	u
—	F1	F2		S-F1	*		-	* S-F4	v
"	F3	* F4		7	8	9		* S-F2	S-F5
:	* F5	F6		4	5	6		+ * S-F6	x
BKSP	F7	* F8		1	2	3		* S-F3	S-F7
SP	* F9	F10		0	* S-F9	.		ENT * S-F8	z

* Note: The asterisk in the left hand corner of specific keys (above) designates this key as a "blocking" key.

This means the key can be used in conjunction with another key either above or below as a "double key".

Any "blocking key" used this way should be defined in the KEYMAP file as "NOKEY". The "S-F9" key

can only be paired with the "0" key to make a horizontally double-wide "0" key.

