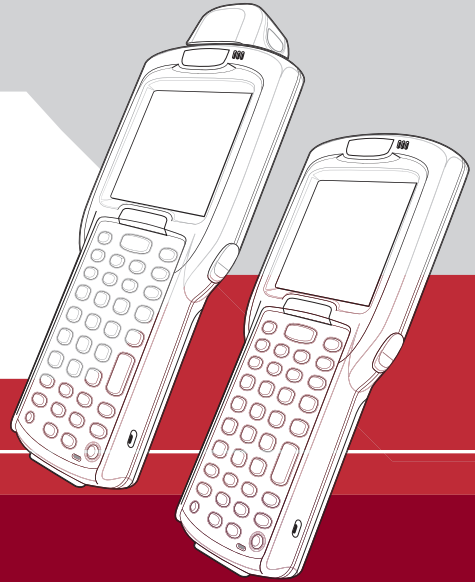


MC3000

Integrator Guide



MC3000 Integrator Guide

72-68900-01

Rev A

December 2004

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Revision History

Changes to the original manual are listed below:

Change	Date	Description
Rev A	Dec. 2004	Initial Release

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Introduction

This guide provides information about setting up and configuring MC3000 mobile computers and accessories.

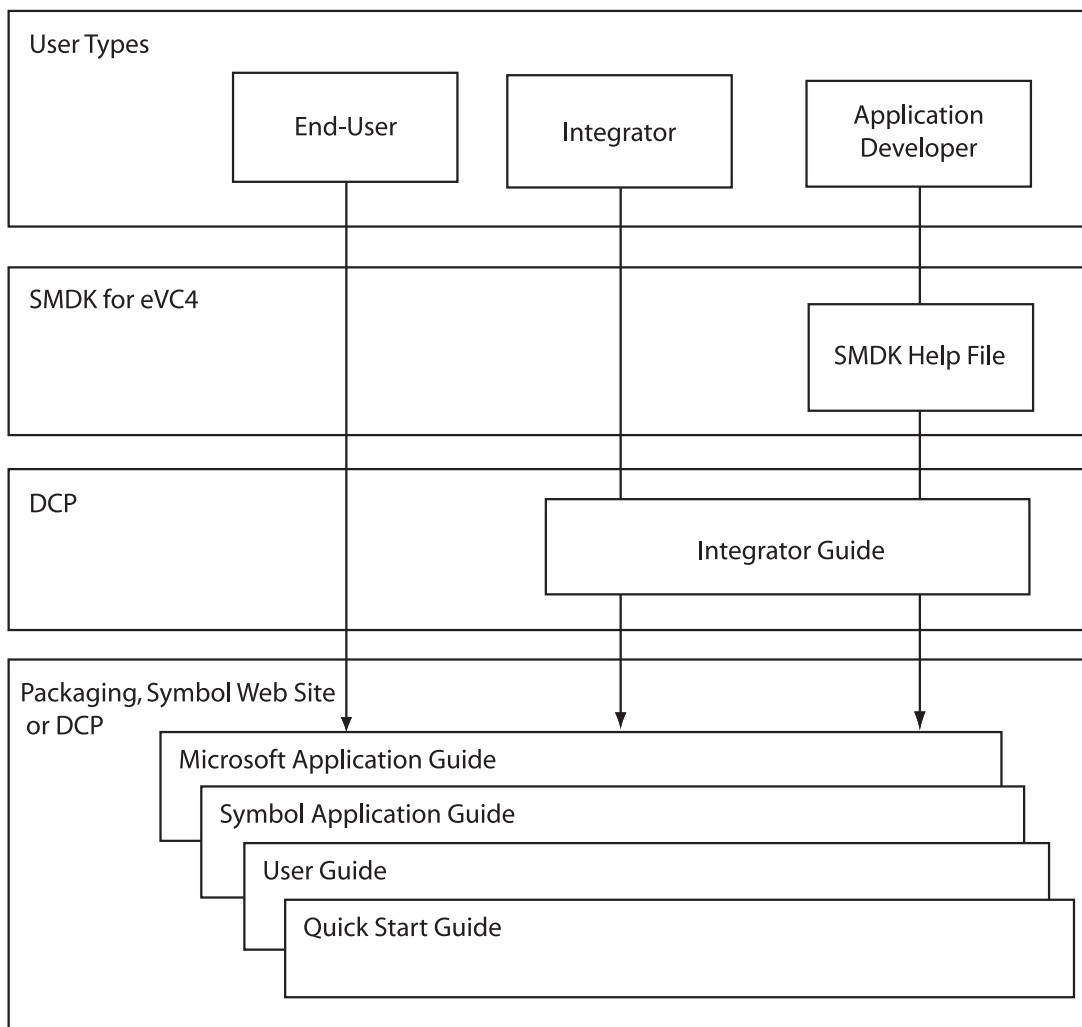


Screens and windows pictured in this guide are samples and may differ from actual screens.

Documentation Set

The documentation set for the MC3000 is divided into guides that provide information for specific user needs.

- **Microsoft Application Guide** - describes how to use Microsoft developed applications.
- **Symbol Application Guide** - describes how to use Symbol developed applications.
- **MC3000 User Guide** - describes how to use the MC3000 mobile computer.
- **MC3000 Integrator Guide** - describes how to set up the MC3000 mobile computer and the accessories.
- **SMDK Help File** - provides API information for writing applications.



Configurations

Depending on device configuration, the MC3000 includes the following features:

- **Scan type:** MC3000 1D/2D Imager (MC3000-K) and the MC3000 Laser with Rotating Scan Turret (MC3000-R)
- **Processor/Memory:**
 - 312MHz with 32MB RAM/64MB flash or
 - 520MHz with 64MB RAM/64MB flash.
- **Scan Engines:** 1-D laser scanner or 1-D/2-D imager
- **Keypads:** 28-Key, 38-Key, or 48-Key
- **Displays:** Color touch sensitive screen, Monochrome touch sensitive screen
- **Operating Systems:** Microsoft® Windows CE .NET 4.2 Professional
Microsoft® Windows CE .NET 4.2 Core
- **Radio:** 802.11bg.

Chapter Descriptions

Topics covered in this guide are as follows:

- [Chapter 1, Getting Started](#), describes the mobile computer's physical characteristics, how to install and charge the batteries, remove and replace the Strap/Door Assembly and how to start the mobile computer for the first time.
- [Chapter 2, Accessories](#), describes the accessories available including cradles, cables and spare battery chargers. Accessory set up and use is also provided.
- [Chapter 3, ActiveSync](#), provides instructions on installing ActiveSync, setting up a partnership and synchronizing information between the mobile computer and a host computer.
- [Chapter 4, Software Installation on Development PC](#), provides instructions for installing the Symbol Mobility Developer Kit (SMDK) for Embedded Visual C 4.0 (eVC4) and the Device Configuration Package (DCP) for MC3000 on the host computer.
- [Chapter 5, Software Installation on Mobile Computer](#), provides information about installing software and files on the mobile computer to enable the mobile computer to share information with the host device.
- [Chapter 6, Creating/Loading Hex Images](#), describes how to install and use the Terminal Configuration Manager (TCM) to customize flash file system partitions for the mobile computer.
- [Chapter 7, WLAN Configuration](#), describes how to configure the wireless connection and how the wireless LANs allow the mobile computers to communicate wirelessly with a host device.
- [Chapter 8, AirBEAM Smart](#), explains how to transfer specially-designed software packages between a host server and Symbol mobile computers.
- [Chapter 10, Maintenance & Troubleshooting](#), includes instructions on cleaning and storing the mobile computer, and provides troubleshooting solutions for potential problems during mobile computer operation.
- [Appendix A, Technical Specifications](#), includes a table listing the technical specifications for the mobile computer.

Notational Conventions

The following conventions are used in this document:

- The term “mobile computer” refers to the Symbol MC3000.
- *Italics* are used to highlight the following:
 - Chapters and sections in this and related documents
 - Dialog box, window and screen names
 - Drop-down list and list box names
 - Check box and radio button names
 - Icons on a screen.
- **Bold** text is used to highlight the following:
 - Key names on a keypad
 - Button names on a screen.
- Bullets (•) indicate:
 - Action items
 - Lists of alternatives
 - Lists of required steps that are not necessarily sequential.
- Sequential lists (e.g., those that describe step-by-step procedures) appear as numbered lists.

Related Documents and Software

The following documents provide more information about the MC3000 mobile computers.

- *MC3000 Quick Start Guide (poster)*, p/n 72-68902-xx
- *MC3000 Licensing, Patent and Regulatory Information*, p/n 72-68903-xx
- *MC3000 User Guide*, p/n 72E-68899-xx
- *Symbol Application Guide*, p/n 72-68901-xx
- *Microsoft® Applications User Guide for Symbol Devices*, p/n 72E-68197-xx
- *Symbol Mobility Developer Kit (SMDK) Help File*, p/n 72E-38880-02
- *Windows CE Platform SDK for MC3000c42a/b*, available at:
<http://devzone.symbol.com>
- *Symbol Mobility Developer Kit for eMbedded Visual C++ v4.0 (SMDK for eVC4)*, available at:
<http://devzone.symbol.com>
- Device Configuration Package for MC3000 (DCP for MC3000), available at:
<http://devzone.symbol.com>
- ActiveSync software, available at: <http://www.microsoft.com>.

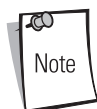
For the latest version of this guide and all guides, go to: <http://www.symbol.com/manuals>.

Service Information

If an equipment problem occurs, contact the appropriate regional [Symbol Support Center](#). See [page xvi](#) for contact information. Before calling, have the model number, serial number and several bar code symbols at hand.

Call the Support Center from a phone near the scanning equipment so that the service person can try to talk through the problem. If the equipment is found to be working properly and the problem is symbol readability, the Support Center will request samples of bar codes for analysis at our plant.

If the problem cannot be solved over the phone, the equipment may need to be returned for servicing. If that is necessary, specific directions will be provided.



Symbol Technologies is not responsible for any damages incurred during shipment if the approved shipping container is not used. Shipping the units improperly can possibly void the warranty.

Symbol Support Center

For service information, warranty information or technical assistance contact or call the Symbol Support Center in:

United States

Symbol Technologies, Inc.
One Symbol Plaza
Holtsville, New York 11742-1300
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If the Symbol product was purchased from a Symbol Business Partner, contact that Business Partner for service.

Getting Started

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Introduction

This chapter describes the mobile computer's physical characteristics, how to install and charge the batteries, how to remove and replace the Strap/Door Assembly and how to start the mobile computer for the first time.

Unpacking the Mobile Computer

Carefully remove all protective material from around the mobile computer and save the shipping container for later storage and shipping. Verify that the equipment listed below is included:

- MC3000 mobile computer
- Strap/Door Assembly, attached to the mobile computer
- Stylus, in the strap
- Regulatory Guide
- Quick Start Guide (poster).

Depending on the configuration ordered, the mobile computer shipping container or additional shipping container may include:

- Standard Battery (lithium-polymer)
- Extended Life Battery (lithium-ion)
- Cable(s)
- Power Supply
- Cradles.

Inspect the equipment for damage. If any equipment is missing or damaged, contact the Symbol Technologies Support Center immediately. See [page xvi](#) for contact information.

Accessories

Table 1-1 lists the MC3000 accessories.

Table 1-1. MC3000 Accessories

Accessory	Description
Single Slot Serial/USB Cradle	Charges the mobile computer main battery and a spare battery, and synchronizes the mobile computer with a host computer through either a serial or USB connection.
Four Slot Charge Only Cradle	Charges up to four mobile computers.
Four Slot Spare Battery Charger	Charges up to four mobile computer spare batteries.
Power Supply	Country specific and accessory specific, power supply.
USB Client Charge Cable	Provides USB client communication capabilities and charges the mobile computer.
Serial (RS232) Charge Cable	Provides RS232 communication capabilities and charges the mobile computer.
O'Neil Printer Cable	Provides printer specific communication capabilities (provided by O'Neil).
Zebra Printer Cable	Provides printer specific communication capabilities (provided by Zebra).
Monarch Printer Cable	Provides printer specific communication capabilities.
Single Slot Cradle RS232 Cable	Provides serial host communication capabilities and charges the mobile computer.
Single Slot Cradle USB Cable	Provides USB communication capabilities and charges the mobile computer.
MC3000 Universal Battery Charger Adapter (UBC)	Adapts the UBC for use with MC3000 batteries.
Stylus	Performs pen and mouse functions.
Plastic Holster	Provides a clip on holder for the mobile computer.
Fabric Holster	Provides a soft, clip on holder and a shoulder strap for the mobile computer.
Accessory Regulatory Guide or Accessory Quick Reference Guide (QRG)	Provided in the box with the accessory. The Regulatory Guide provides the regulatory information required for the accessory and the Quick Reference Guide (QRG) provides the regulatory information and setup information required for the accessory.
Symbol Mobility Developer Kit for eMbedded Visual C++ v4.0 (SMDK for eVC4)	A development tool used to create native C and C++ applications for all Symbol mobile computers running the Microsoft Windows CE operating system. Available at: http://devzone.symbol.com .
Device Configuration Package (DCP) for MC3000	A development tool used to create and download hex images that represent flash partitions to the mobile computer. Available at: http://devzone.symbol.com .

Parts

There are two versions of the MC3000 mobile computers, the MC3000 1D/2D Imager (MC3000-K) and the MC3000 Laser with Rotating Scan Turret (MC3000-R). For more information on the Rotating Scan Turret, see [Figure 1-3 on page 1-6](#).

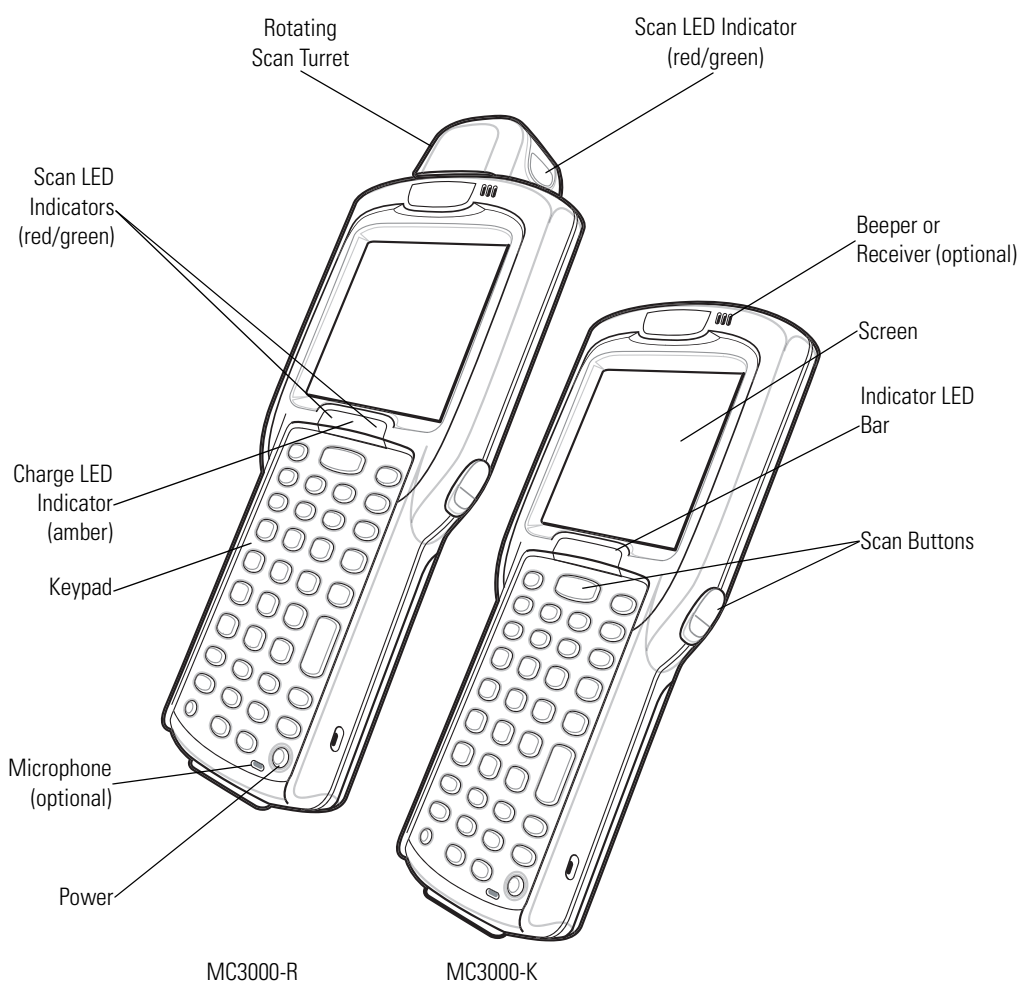


Figure 1-1. MC3000 Imager (MC3000-K) and MC3000 Laser (MC3000-R) Mobile Computers (front view)

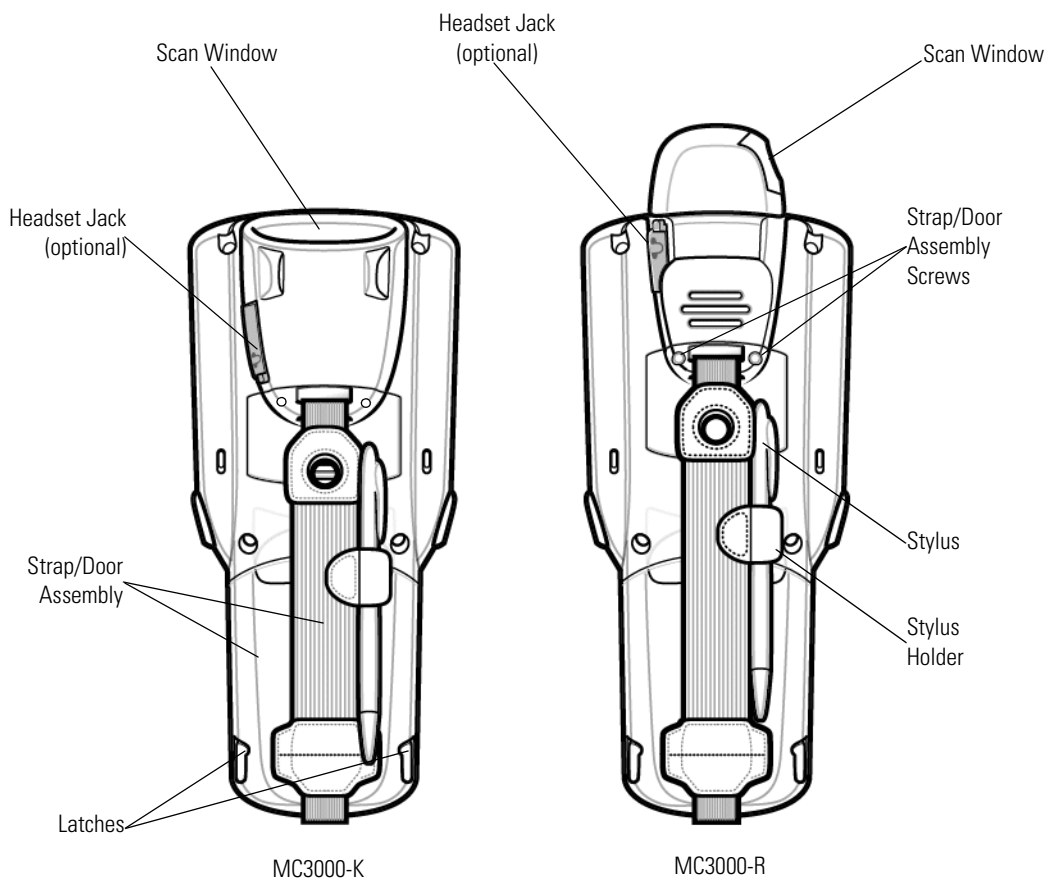


Figure 1-2. MC3000 Imager (MC3000-K) and MC3000 Laser (MC3000-R) Mobile Computers (back view)

Rotating Scan Turret

The MC3000-R mobile computer features a Rotating Scan Turret with three position stops. This feature offers greater scanning flexibility.

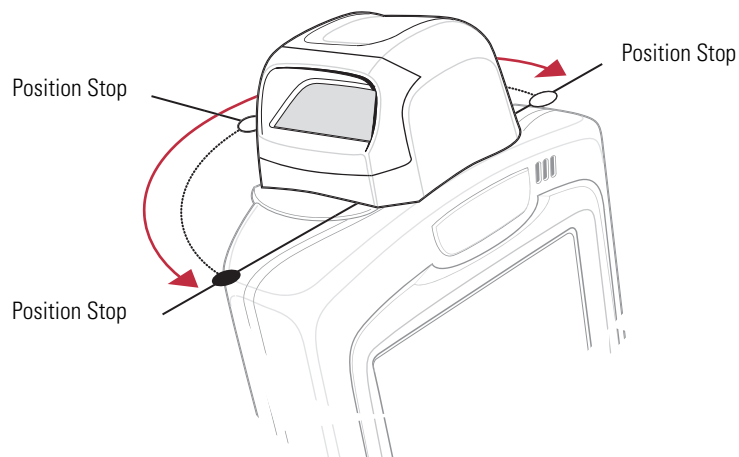


Figure 1-3. Rotating Scan Turret

Mobile Computer Startup

To start using the mobile computer:

- Install the main battery.
- Charge the main battery and the backup battery.
- Start the mobile computer.

Install Main Battery

If the main battery is charged, the mobile computer can be used immediately. If the main battery is not charged, see [Battery Charging on page 1-8](#). To remove the main battery, see [Main Battery Removal on page 1-14](#).

To install the main battery:

1. Rotate the latches to the open position.
2. Pull on the strap to lift the Strap/Door Assembly off, bottom first.
3. Insert the battery into the slot, bottom first and press the battery gently into the slot. The battery clip locks the battery into place.
4. With the latches in the open position, replace the Strap/Door Assembly, top first and press to close.
5. Rotate the latches (to the lock position) to lock the Strap/Door Assembly in place.

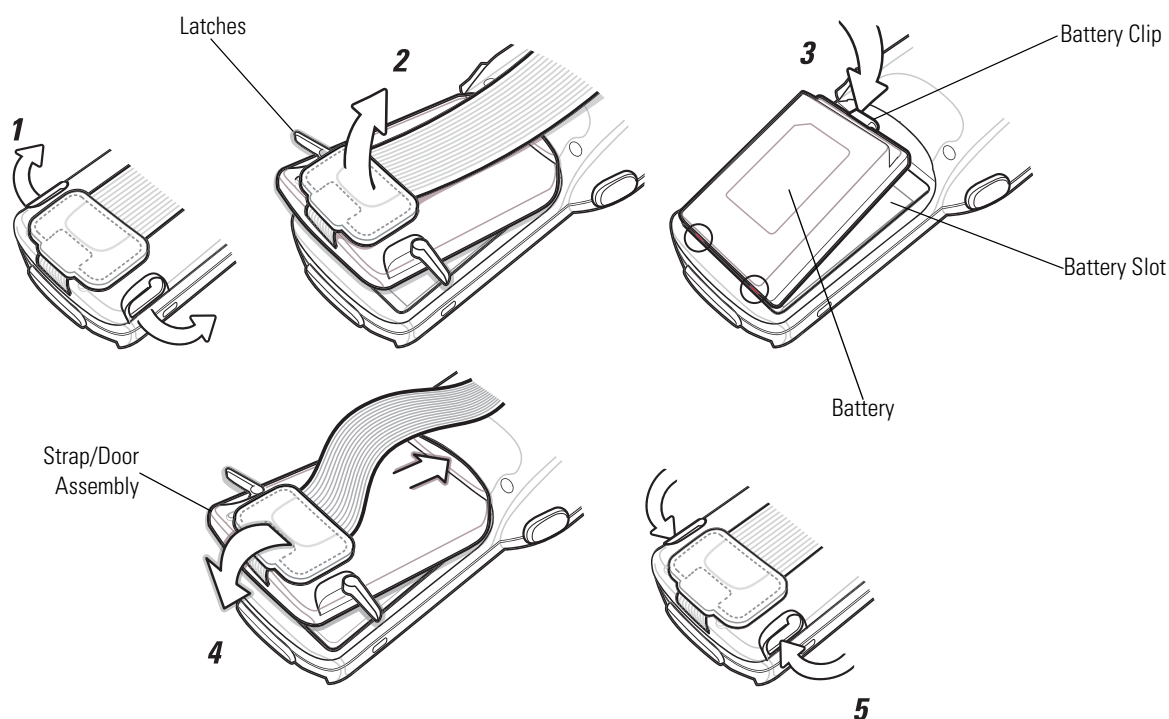


Figure 1-4. Main Battery Installation

Battery Charging

Use the mobile computer cradles, cables and spare battery chargers to charge the mobile computer main battery.

The main battery can be charged before insertion into the mobile computer or after it is installed. There are two main batteries for the MC3000, the Standard Battery and the Extended Life Battery. Either battery can be used, but the Extended Life Battery requires a different Strap/Door Assembly. Use one of the spare battery chargers to charge the main battery (out of the mobile computer) or one of the cradles to charge the main battery while it is installed in the mobile computer.

Before using the mobile computer for the first time, fully charge the main battery. When the main battery is fully charged, the amber Charge LED Indicator remains lit. For more information see [Table 1-2 on page 1-9](#). Charge time for the Standard Battery is usually less than four hours and charge time for the Extended Life Battery is usually less than six hours.

The mobile computer is equipped with a memory backup battery which automatically charges from the fully-charged main battery. When the mobile computer is used for the first time, the backup battery requires approximately 15 hours to fully charge. This is also true any time the backup battery is discharged which occurs when the main battery is removed for several hours. The backup battery retains data in memory for at least 30 minutes after the mobile computer main battery is removed. When the mobile computer reaches very low battery state, the combination of main battery and backup battery retains data in memory for at least 72 hours.



Do not remove the main battery within the first 15 hours of use. If the main battery is removed before the backup battery is fully charged, data may be lost.

Batteries must be charged within the 32° to 104° F (0° to +40° C) ambient temperature range.

The following accessories can be used to charge the batteries:

- Cradles (and a power supply):
 - Single Slot Serial/USB Cradle
 - Four Slot Charge Only Cradle.
- Cables (and a power supply):
 - USB Client Charge Cable
 - Serial (RS232) Charge Cable.
- Spare Battery Chargers (and a power supply):
 - Single Slot Serial/USB Cradle
 - Four Slot Spare Battery Charger
 - Universal Battery Charger (UBC) Adapter.

To charge the mobile computer using the cradles:

1. Insert the mobile computer into a cradle. See [Chapter 2, Accessories](#) for accessory information.
2. The mobile computer starts to charge automatically. The amber Charge LED Indicator indicates the charge status. See [Table 1-2 on page 1-9](#) for charging indications.

To charge the mobile computer using the cables:

1. Connect the MC3000 Communication/Charge Cable to the appropriate power source and connect to the mobile computer. See [Chapter 2, Accessories](#) for accessory setup.
2. The mobile computer starts to charge automatically. The amber Charge LED Indicator indicates the charge status. See [Table 1-2 on page 1-9](#) for charging indications.

Table 1-2. Mobile Computer LED Charge Indicators

LED	Indication
Off	Mobile computer not placed correctly in the cradle; cable not connected correctly; charger is not powered.
Fast Blinking Amber	Error in charging; check placement of the mobile computer.
Slow Blinking Amber	Mobile computer is charging.
Solid Amber	Charging complete. Note: When the battery is initially inserted in the mobile computer, the amber LED flashes once if the battery power is low or the battery is not fully inserted.

Spare Battery Charging

There are three accessories that can be used to charge a spare battery:

- Single Slot Serial/USB Cradle
- Four Slot Spare Battery Charger
- UBC Adapter.

To charge a spare battery:

1. Connect the charging accessory to the appropriate power source. See [Chapter 2, Accessories](#) for setup instructions.
2. Insert the spare battery into the spare battery charging slot and gently press down on the battery to ensure proper contact.

The battery starts to charge automatically. The charge LED Indicator lights to indicates the charge status. See [Chapter 2, Accessories](#) for charging indications. The Standard Battery usually fully charges in less than four hours and the Extended Life Battery usually fully charges in less than six hours.

Stylus

Use the stylus to select items and enter information on the screen. The stylus functions as a pen and a mouse. Tap the touch screen once with the stylus to select options and open menu items.

To remove the stylus, slide the stylus out of the stylus holder. To store the stylus, push the stylus back into the stylus holder.

Starting the Mobile Computer

When the mobile computer is powered on for the first time, it initializes. The *Symbol Splash* screen appears for a short period of time, followed by the *Calibration* screen.



Figure 1-5. Symbol Splash Screen

After the calibration procedure is performed the factory default settings launch the *Series 3000 Demo* window. Application specific shells may provide application specific windows instead of the *Series 3000 Demo* window. These screens also appear when a cold boot is performed.

If the mobile computer does not power on, see [Resetting the Mobile Computer on page 1-12](#).

Calibration Screen

Use the *Calibration* screen to align the touch screen:

1. Remove the stylus from the stylus holder.
2. Carefully press and briefly hold the tip of stylus on the center of the *Calibration* screen target. Repeat the procedure as the target moves and stops at different locations on the screen. This enters the new calibration settings.

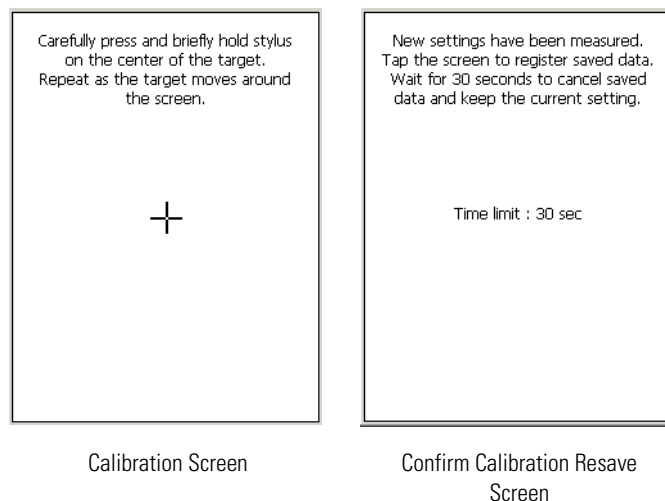


Figure 1-6. Calibration Screen

3. Once all of the new calibration settings are input, the *Confirm Calibration Resave* screen appears. Tap the screen within 30 seconds to save the new calibration settings or allow the 30 second timer to expire and the new calibration settings are not saved.

Series 3000 Demo Window

The *Series 3000 Demo* window is the factory default menu. On initial power up (or on a warm or cold boot) the *Series 3000 Demo* window appears. These sample/demo applications are intended to be used by application developers as application development examples. These applications were not developed to support end users. Refer to the *Symbol Application Guide* for information about the *Series 3000 Demo* window applications.

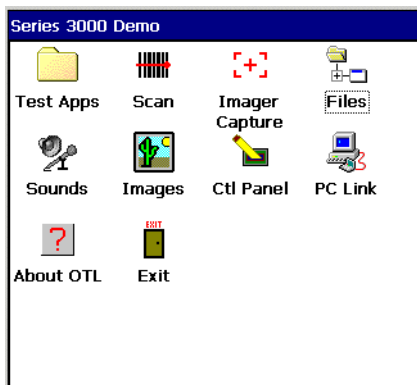


Figure 1-7. Series 3000 Demo Window

Resetting the Mobile Computer

If the mobile computer stops responding to input, reset it. There are two reset functions, warm boot and cold boot. A warm boot restarts the mobile computer by closing all running programs. All data that is not saved is lost.

A cold boot also restarts the mobile computer, but erases all stored records and entries from RAM. In addition it returns formats, preferences and other settings to the factory default settings.

Perform a warm boot first. This restarts the mobile computer and saves all stored records and entries. If the mobile computer still does not respond, perform a cold boot.

Performing a Warm Boot

To perform a warm boot:

1. Press and simultaneously hold **7**, **9** and **Power**. Do not hold down any other keys or buttons.
2. As the mobile computer initializes *MC3000 Demo* window appears.



Files that remain open during a warm boot may not be retained.

Performing a Cold Boot

A cold boot restarts the mobile computer and erases all user stored records and entries from RAM. Never perform a cold boot unless a warm boot does not solve the problem.



Cold boot resets the mobile computer, to the default settings. All added applications and all stored data are removed. Do not cold boot without support desk approval.



Any data previously synchronized with a computer can be restored during the next ActiveSync operation. See [Chapter 3, ActiveSync](#) for detailed ActiveSync instructions.

To perform a cold boot:

1. Press and simultaneously hold the **1**, **9** and **Power** keys. Do not hold down any other keys or buttons. As the mobile computer initializes, the *Symbol Splash* window, [Figure 1-5 on page 1-10](#), appears for about a minute.
2. Calibrate the touch screen. See [Calibration Screen on page 1-10](#) to align the touch screen.

Waking the Mobile Computer

The wakeup conditions are configurable and the current factory default settings are subject to change/update. The mobile computer wakeup configuration is set in the registry file. [Table 1-3](#) lists the default wakeup conditions settings.

Table 1-3. Default Wakeup Conditions

Status	Description	Conditions for wakeup
Power Off	When the mobile computer goes into suspend mode by pressing Power , these actions wake the mobile computer.	1. Power button is pressed.
		2. AC power added or removed.
		Any key or the Scan Button is pressed.
		Wireless LAN accesses the mobile computer.
Auto Off	When the mobile computer goes into suspend mode by an automatic power-off function, these actions wake the mobile computer.	Real Time Clock set to wake up.
		1. Power button is pressed.
		2. AC power added or removed.
		Any key or the Scan Button is pressed.
		Wireless LAN accesses the mobile computer.
		Real Time Clock set to wake up.

Main Battery Removal

Before removing the main battery, press the red **Power** button to turn off the screen and set the mobile computer to suspend mode.

To remove the main battery:

1. Rotate the latches to the open position.
2. Pull the strap to lift the Strap/Door Assembly off, bottom first.
3. Release the battery clip (at the top of the battery) and lift the battery out top first.

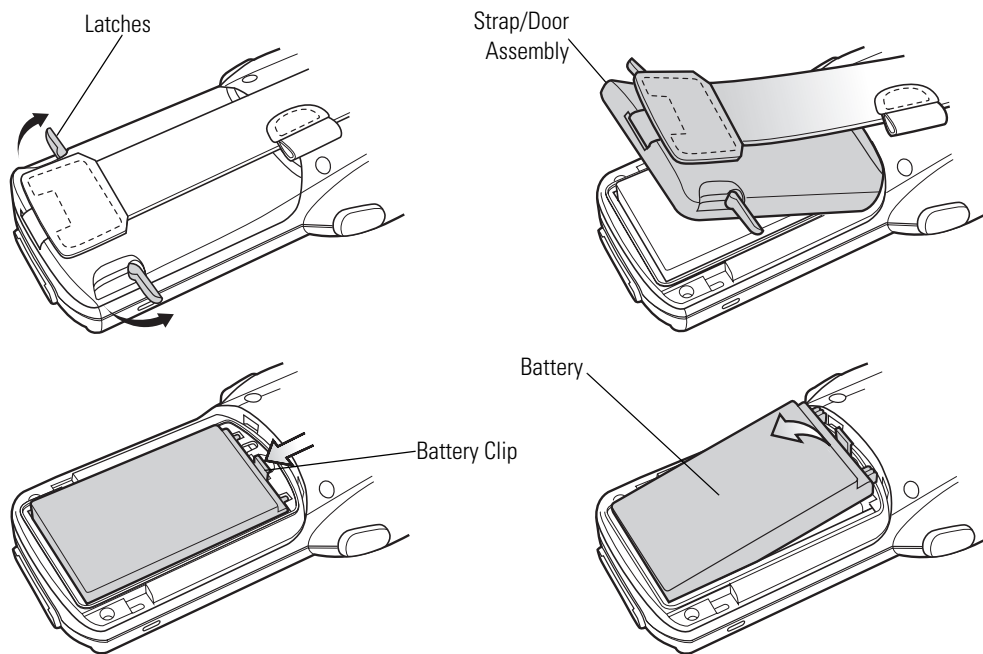


Figure 1-8. Main Battery Removal



Note

The SD card holder is located under the battery. To install the SD card, see [Secure Device Card on page 2-17](#).

Strap/Door Assembly Removal and Replacement

The Strap/Door Assembly consists of a hand strap and the battery door. There are two versions of this assembly, one for the Standard Battery and one for the Extended Life Battery. Before removing the Strap/Door Assembly, press the red **Power** button to turn off the screen and set the mobile computer to suspend mode.

To remove the Strap/Door Assembly:

1. Rotate the latches to the open position.
2. Pull the strap to lift the Strap/Door Assembly off, bottom first.
3. Use a #00 Phillips screwdriver to remove the screws.
4. Lift the mounting clip.
5. Slide the mounting clip out of the strap loop.

Reverse the procedure to replace the Strap/Door Assembly.

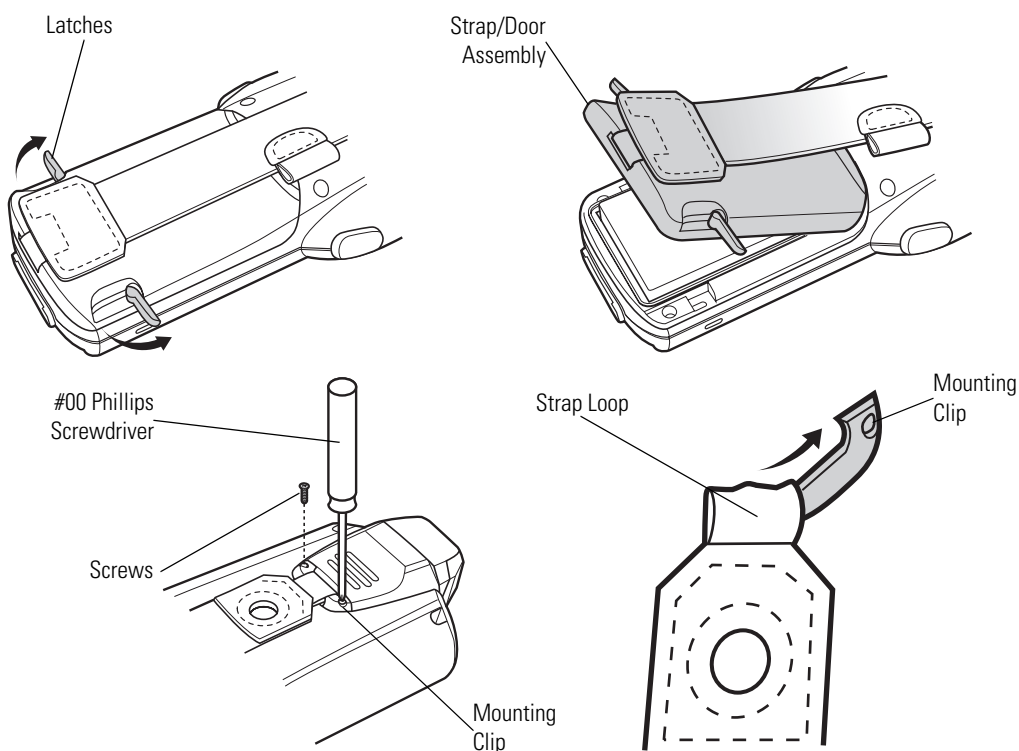


Figure 1-9. Strap/Door Removal and Replacement

File System Directory Structure

The mobile computer directory structure displays all of the file folders. The pre-installed folders are in flash file system memory and optional removable storage devices (SD storage cards).

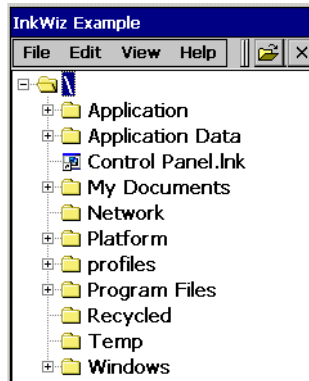


Figure 1-10. Mobile Computer Directory Structure

- *Application* and *Platform* folders are located in flash file system memory.
- The *Windows*, *Program Files*, *profiles*, and *My Documents* folders are composites, RAM based folders generated from ROM.
- The *Network* folder is a link to file systems mapped using the network re-director. The files do not physically reside on the mobile computer.
- The *Temp* and *Recycled* folders typically contain RAM based files.



All files copied to the RAM based folders are lost after a cold boot.

Flash Storage

In addition to the RAM based storage the mobile computer is also equipped with a non-volatile flash based storage area which can store data (partitions) that can not be corrupted by a cold boot. See [Flash Storage on page 6-18](#) for a detailed discussion.

Launching Applications

The *Application/Startup* folder is used to launch programs automatically when the mobile computer is powered on or after a warm or cold boot.



The *Windows/Startup* folder is not supported.

There are two ways to launch programs automatically:

1. Place the executable in the *Startup* folder (located in the *Application* folder).
2. Place a .run file in the *Startup* folder. A .run file is a simple text file that contains the path to an application as well as the name of the application to run.

Refer to the *SMDK Help File* included with the SMDK for more information on the *Startup* folder.

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Introduction

The MC3000 accessories provide a variety of product support capabilities. Accessories include cradles, cables, spare battery chargers and SD cards.

Cradles

- Single Slot Serial/USB cradle charges the mobile computer main battery and/or a spare battery. It also synchronizes the mobile computer with a host computer through either a serial or a USB connection.
- Four Slot Charge Only cradle charges the mobile computer.

Spare Battery Chargers

- Four Slot Spare Battery Charger charges up to four MC3000 spare batteries.
- UBC Adapter adapts the UBC2000 for use with the MC3000 spare batteries.

Cables

The cables snap on to the mobile computer and are used to connect external devices to the mobile computer.

- USB Client Charge cable
- Serial (RS232) Charge cable
- O'Neil Printer cable
- Zebra Printer cable
- Monarch Printer cable.

SD Card

The SD card provides additional storage capacity for the mobile computer.

Single Slot Serial/USB Cradle

This section describes how to set up and use the Single Slot Serial/USB cradle. For cradle setup, see [Figure 2-2](#). For communications setup procedures, see [USB Connection Setup on page 2-28](#) and/or [Serial Communication Setup on page 2-26](#).

The Single Slot Serial/USB cradle:

- Provides 5.4VDC power for operating the mobile computer, charging the battery and charging a spare battery.
- Provides a serial port and a USB port (mini AB receptacle) for data communication between the mobile computer and a host computer or other serial devices (e.g., a printer).
- Synchronizes information between the mobile computer and a host computer. With customized or third party software, it can also synchronize the mobile computer with corporate databases.
- Provides serial connection through the serial pass-through port for communication with a serial device, such as a host computer. For communication setup procedures, see [Serial Communication Setup on page 2-26](#).
- Provides USB connection through the USB pass-through port for communication with a USB device, such as a host computer. For communication setup procedures, see [USB Connection Setup on page 2-28](#).

Setup

The cradle requires a dedicated port on the host computer. Select either serial or USB for communications, do not connect the cradle to both serial and USB ports.

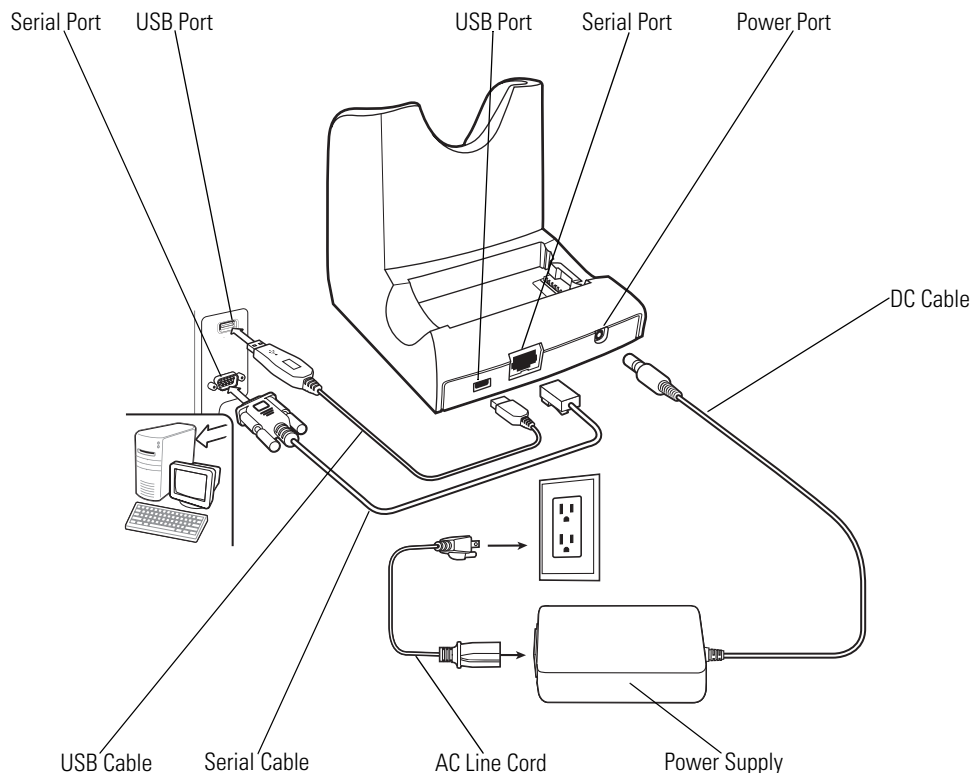


Figure 2-1. Single Slot Serial/USB Cradle Setup

Battery Charging

The Single Slot Serial/USB cradle can charge the mobile computer main battery and a spare battery simultaneously.

To charge the mobile computer:

1. Connect the Single Slot Serial/USB cradle to a Symbol approved power source.
2. Slide the mobile computer into the mobile computer slot. The amber Charge LED Indicator indicates the mobile computer battery charging status. The Standard Battery charges in less than four hours and the Extended Life Battery charges in less than six hours. See [Table 2-1](#) for charging status indications.

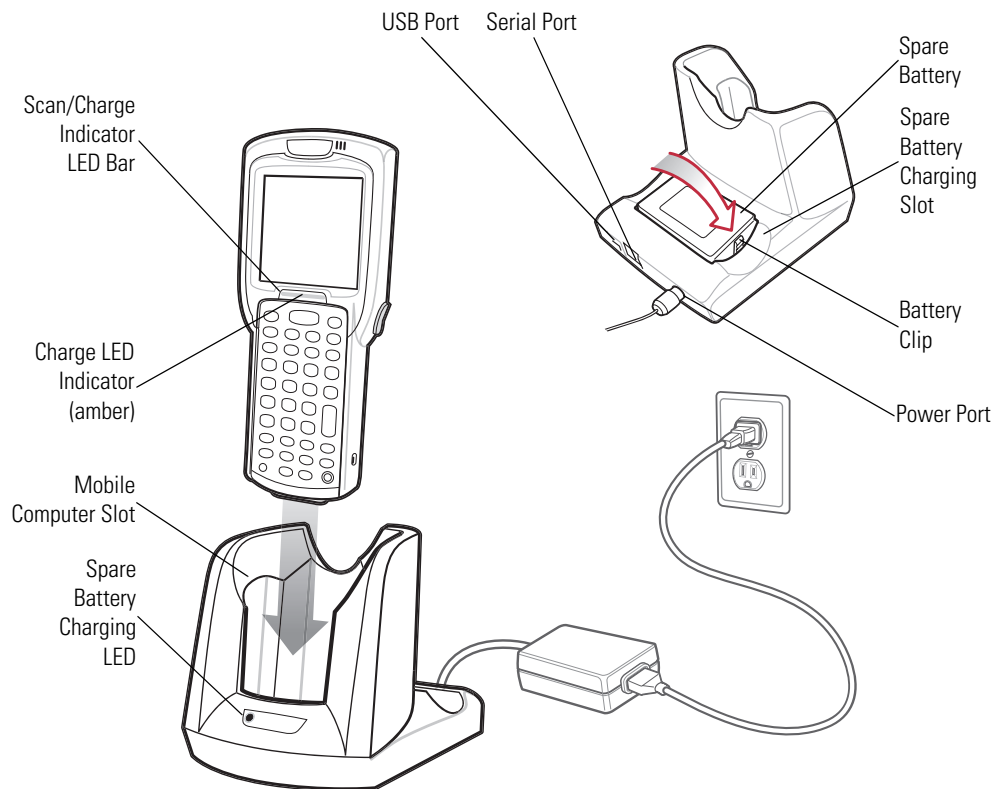


Figure 2-2. Single Slot Serial/USB Cradle

3. When charging is complete, remove the mobile computer from the mobile computer slot.

To charge a spare battery:

1. Connect the Single Slot Serial/USB cradle to a Symbol approved power source.
2. Insert the spare battery into the spare battery charging slot, bottom first, and pivot the top of the battery down onto the contact pins.
3. Gently press down on the battery to ensure proper contact.
4. The cradle Spare Battery Charging LED indicates the spare battery charging status. The Standard Battery usually charges in less than four hours and the Extended Life Battery usually charges in less than six hours. See [Table 2-1](#) for charging status indications.
5. When charging is complete, press the battery clip and lift the battery out of the slot.

LED Charge Indications

The Single Slot Serial/USB cradle uses the amber Charge LED Indicator to indicate MC3000 battery charging status and the Spare Battery Charging LED to indicate spare battery charging status. See [Table 2-1](#) for charging status indications.

Table 2-1. LED Charging Status Indicators

LED	Indication
Mobile Computer Charging (LED on mobile computer)	
Off	Mobile computer not placed correctly in the cradle; cable not connected correctly; charger is not powered.
Fast Blinking Amber	Error in charging; check placement of mobile computer.
Slow Blinking Amber	Mobile computer is charging.
Solid Amber	Charging complete. Note: When the battery is initially inserted in the mobile computer, the amber LED flashes once if the battery power is low or the battery is not fully inserted.
Spare Battery Charging (LED on cradle)	
Off	No spare battery in slot; spare battery not placed correctly; cradle is not powered.
Fast Blinking Amber	Error in charging; check placement of spare battery.
Slow Blinking Amber	Spare battery is charging.
Solid Amber	Charging complete.

Communication Setup

To connect the Single Slot Serial/USB cradle to a serial or USB device:

1. Connect Single Slot Serial/USB cradle cable to the communications port.
2. Slide the mobile computer into the mobile computer slot. The amber Charge LED Indicator indicates the mobile computer battery charging status and that the mobile computer is seated in the cradle. For more information on communications setup procedures, see [USB Connection Setup on page 2-28](#) and/or [Serial Communication Setup on page 2-26](#).

Four Slot Charge Only Cradle

The Four Slot Charge Only cradle:

- Provides 5.4VDC power for operating the mobile computer and charging the battery.
- Simultaneously charges up to four mobile computers.

Setup

Connect the Four Slot Charge Only cradle to a Symbol approved power source.

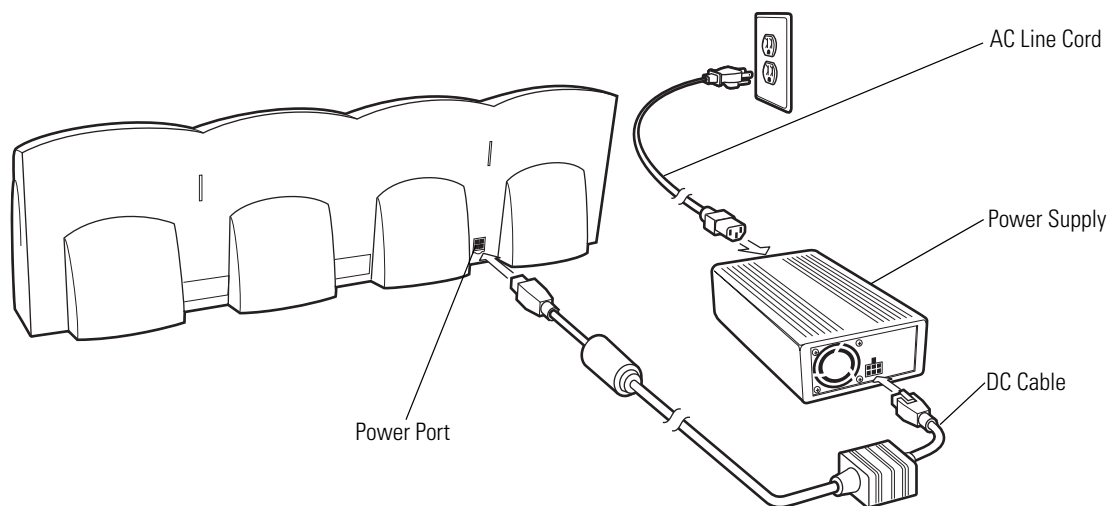


Figure 2-3. Four Slot Charge Only Cradle, Setup

Battery Charging

The Four Slot Charge Only cradle can charge up to four mobile computers simultaneously.

To charge the mobile computer:

1. Connect the Four Slot Charge Only cradle to a Symbol approved power source.
2. Slide the mobile computer into the mobile computer slot.

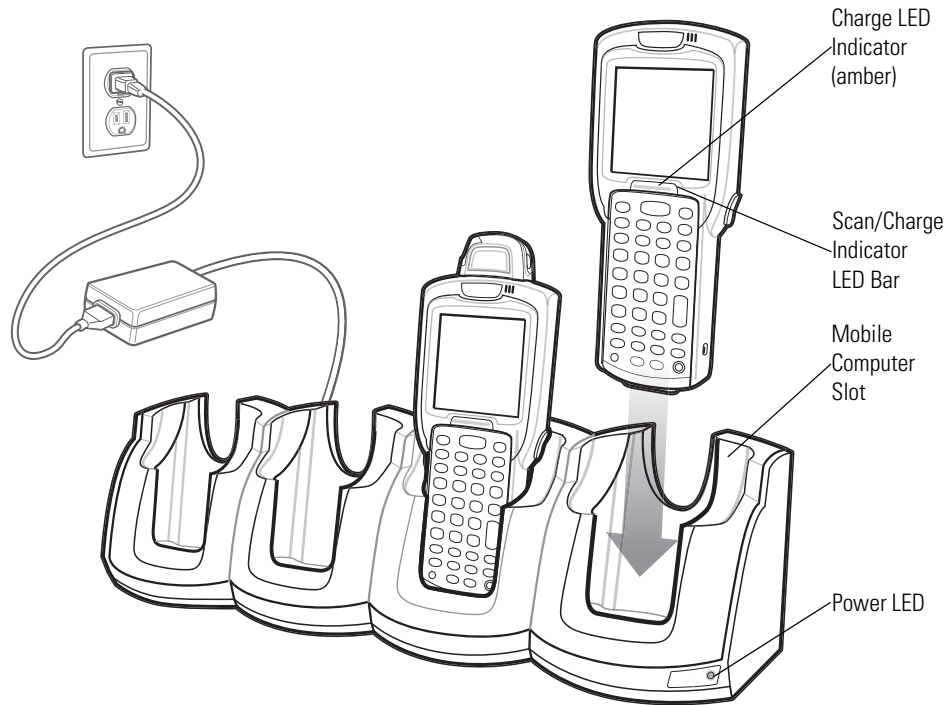


Figure 2-4. Four Slot Charge Only Cradle

3. The mobile computer amber Charge LED Indicator indicates the mobile computer battery charging status. The Standard Battery usually charges in less than four hours and the Extended Life Battery usually charges in less than six hours. See [Table 2-1 on page 2-6](#) for charging status indications.
4. When charging is complete, remove the mobile computer from the cradle.

LED Charge Indications

The Four Slot Charge Only cradle uses the amber Charge LED Indicator to indicate battery charging status. See [Table 2-1 on page 2-6](#) for charging status indications.

Wall Mount Bracket

Use the optional Wall Mount Bracket to mount a four slot cradle directly to a wall. To attach the Wall Mount Bracket:

1. Use the Wall Mount Bracket as a template and mark the locations of the four mounting screws.



Use fasteners appropriate for the type of wall and the Wall Mount Bracket, mounting slots. The Wall Mount Bracket, mounting slots are designed for a fastener with a #8 pan head.

2. Mount the fasteners to the wall. The screw heads should protrude about a half of an inch from the wall.
3. Slip the Wall Mount Bracket over the screw heads and slide the Wall Mount Bracket down over the screw heads.
4. Tighten the screws to secure the Wall Mount Bracket to the wall.

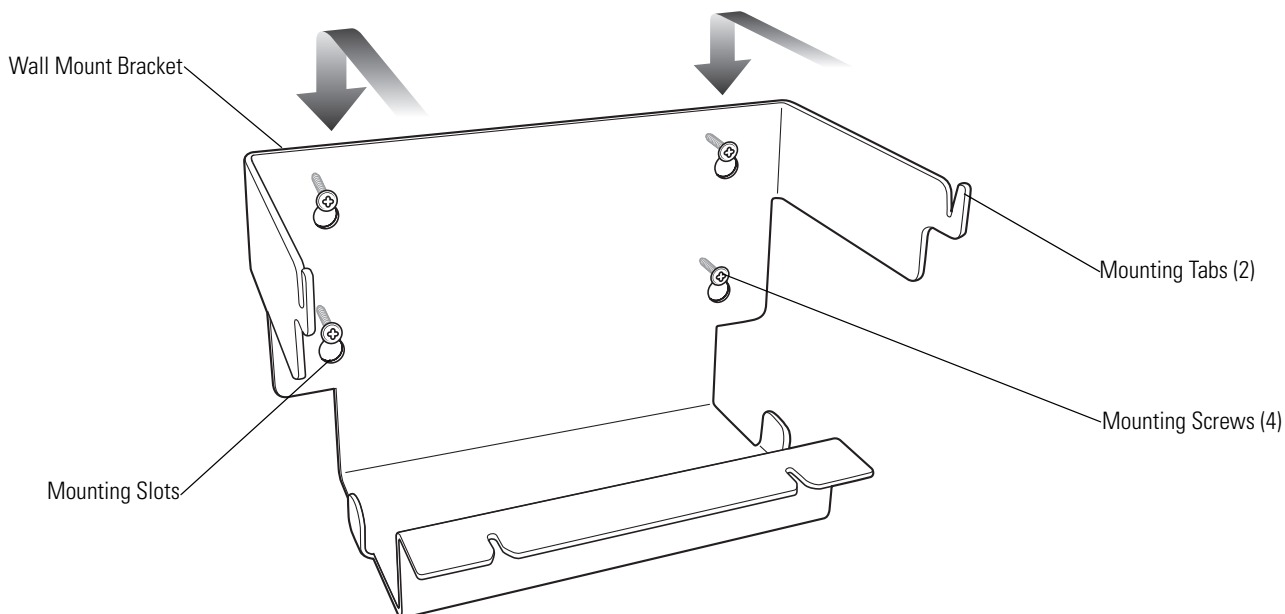


Figure 2-5. Wall Mount Bracket

To mount a four slot cradle:

5. Screw the supplied fasteners into the bottom of the four slot cradle. The screw heads should protrude about a quarter of an inch from the cradle.

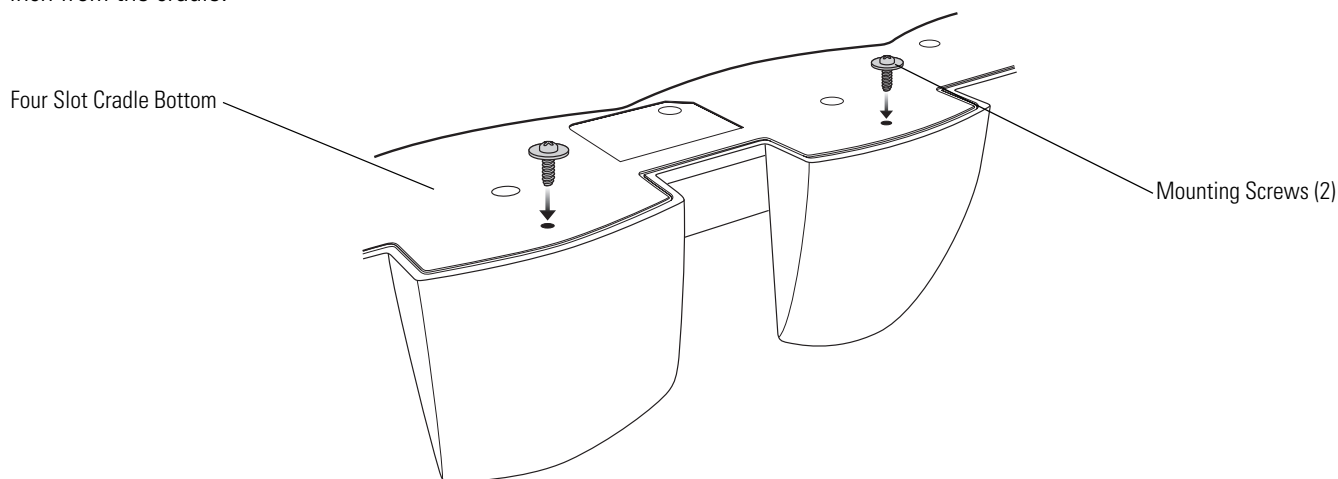


Figure 2-6. Cradle Mounting Screws

6. Align the Wall Mount Bracket mounting tabs with the mounting slots in the back of the four slot cradle. Slip the two mounting tabs into mounting slots.
7. Swing the four slot cradle down onto the mounting bracket and align the mounting screws so that they fit into the screw slots.

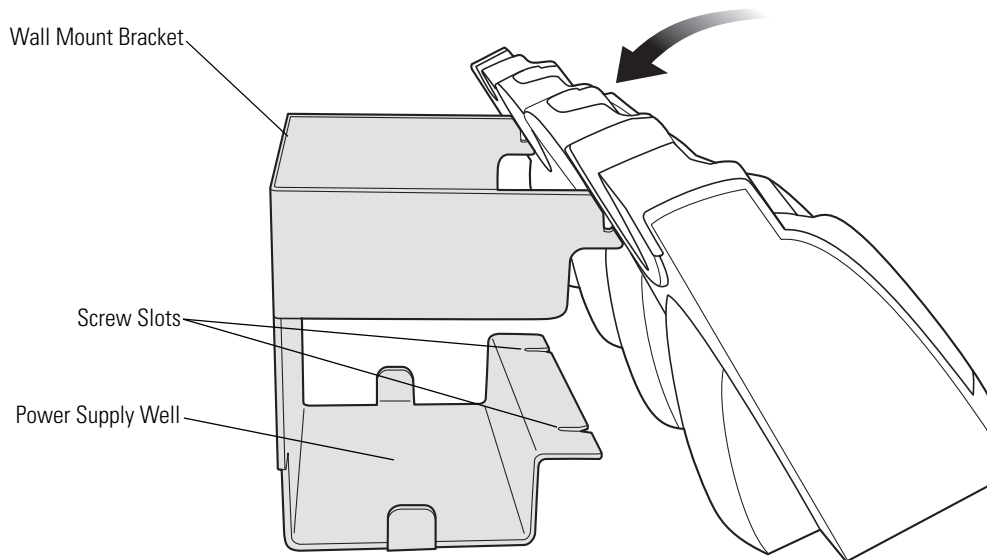


Figure 2-7. Wall Mount Bracket

8. Tighten the mounting screws to secure the four slot cradle to the Wall Mount Bracket.

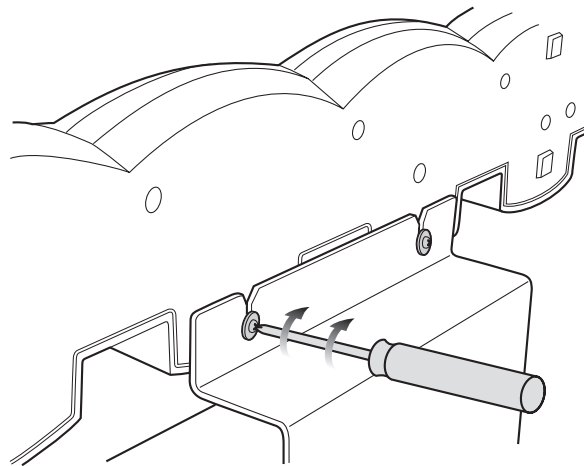


Figure 2-8. Mounting Screws

9. Connect the power as shown in [Figure 2-3 on page 2-7](#). The power supply should be located in the power supply well.

Four Slot Spare Battery Charger

The Four Slot Spare Battery Charger simultaneously charges up to four spare batteries.

Setup

Connect the Four Slot Spare Battery Charger to a Symbol approved power source.

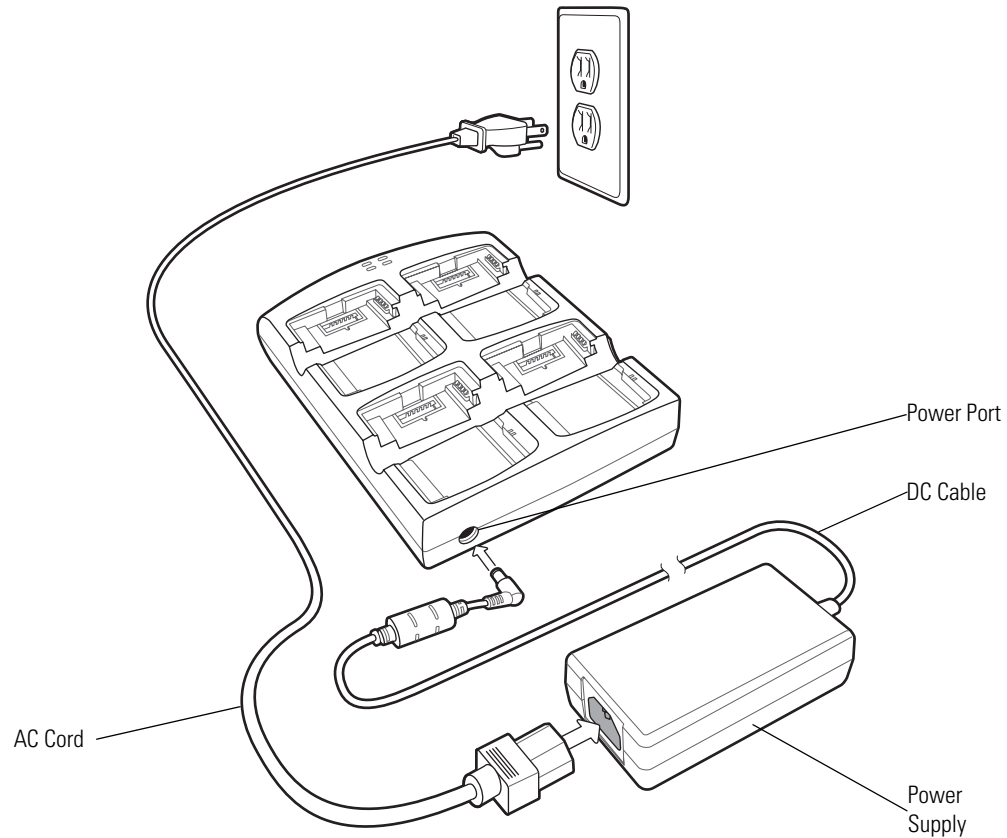


Figure 2-9. Four Slot Spare Battery Charger Setup

Spare Battery Charging

To charge up to four MC3000 spare batteries:

1. Insert the spare battery into the spare battery charging slot, bottom first.
2. Pivot the top of the battery down onto the contact pins.

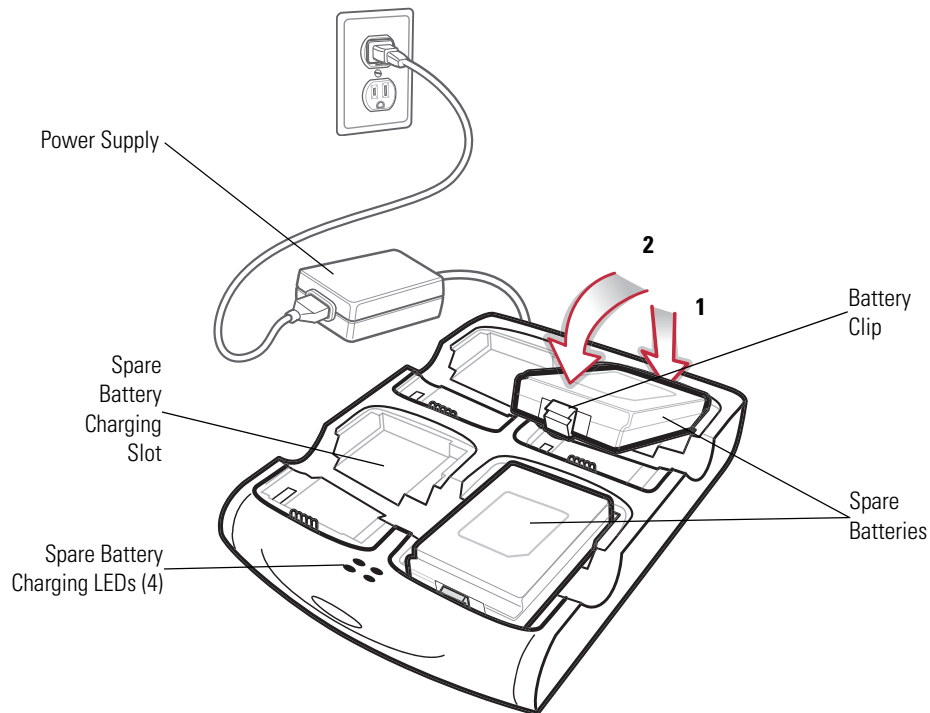


Figure 2-10. Four Slot Spare Battery Charger

3. Gently press down on the battery to ensure proper contact. The Standard Battery usually charges in less than four hours and the Extended Life Battery usually charges in less than six hours. See [Table 2-1 on page 2-6](#) for charging status indications.
4. When charging is complete, press the battery clip and lift battery out of the slot.

LED Charge Indications

The Spare Battery Charging LEDs indicate the spare battery charging status. The Spare Battery Charging LEDs are arranged in the same pattern as the spare battery charging slots so that the charging status of each battery can be identified. See [Table 2-1 on page 2-6](#) for charging status indications.

Cables

This section describes how to setup and use the cables. The cables are available with a variety of connection capabilities.

The following MC3000 Communication/Charge cables are available:

- Serial (RS232) Charge cable (9-pin D female with power input receptacle)
- USB Client Charge cable (standard-A connector and a barrel receptacle for power).

The following printer cables are available directly from the printer manufacturer:

- O'Neil Printer cable
- Zebra Printer cable.

The following printer cable is available from Symbol:

- Monarch Printer cable.

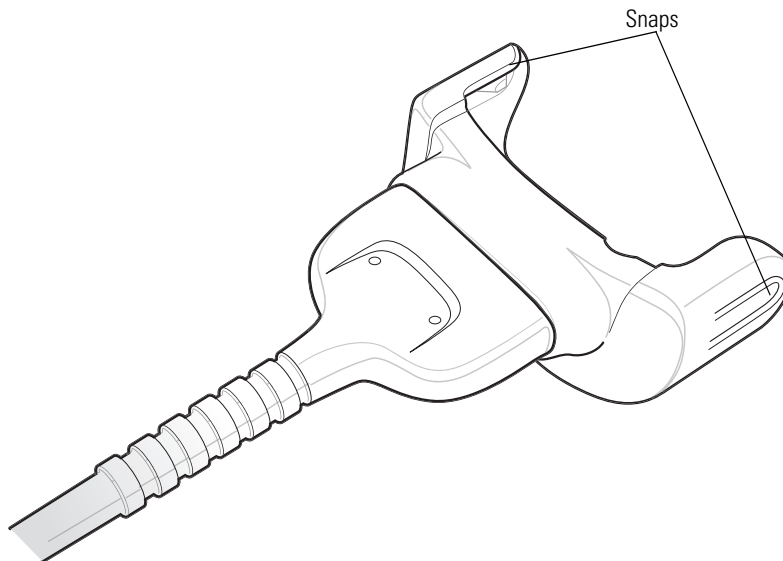


Figure 2-11. Cables (MC3000 Connector)

The MC3000 Communication/Charge cables:

- Provide the mobile computer with operating and charging power when used with the Symbol approved power supply.
- Synchronize information between the mobile computer and a host computer. With customized or third party software, it can also synchronize the mobile computer with corporate databases.
- Provide serial connection through the serial pass-through port for communication with a serial device, such as a host computer. For communication setup procedures, see [Serial Communication Setup on page 2-26](#).
- Provide USB connection through the USB pass-through port for communication with a USB device, such as a host computer. For communication setup procedures, see [USB Connection Setup on page 2-28](#).

Dedicated printer cables, provide communication with a dedicated printer.

Setup

The MC3000 Communication/Charge cables can connect with a serial/USB device, such as a printer or host computer, through its serial or USB port.

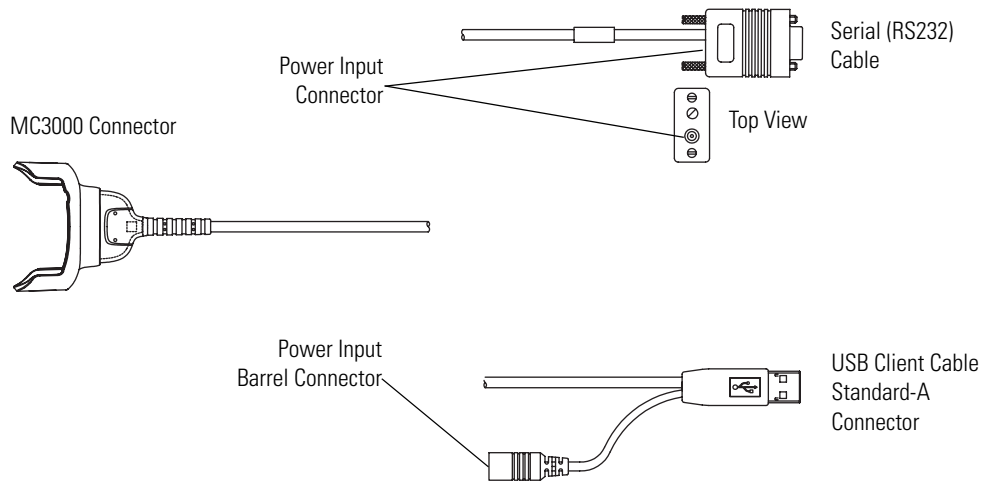


Figure 2-12. MC3000 Communication/Charge Cables

Battery Charging

The MC3000 Communication/Charge cables can charge the mobile computer battery and supply operating power.

To charge the mobile computer battery:

1. Connect the MC3000 Communication/Charge cable power input connector to the Symbol approved power source.
2. Attach the bottom of the mobile computer to the MC3000 connector and gently press in until the snaps latch on the mobile computer.
3. The mobile computer amber Charge LED Indicator indicates the mobile computer battery charging status. The Standard Battery usually charges in less than four hours and the Extended Life Battery usually charges in less than six hours. See [Table 2-1 on page 2-6](#) for charging status indications.
4. When charging is complete, remove the cable by gently pulling the mobile computer and the cable apart until the snaps release the mobile computer.

LED Charge Indications

The MC3000 Communication/Charge cables use the amber Charge LED Indicator to indicate the MC3000 battery charging status. See [Table 2-1 on page 2-6](#) for charging status indications.

Communication Setup

To connect the MC3000 Communication/Charge cables to a serial or USB device:

1. Connect serial/USB end of the MC3000 Communication/Charge cable into the communications port.
2. Connect the MC3000 connector end to the MC3000 Communication/Charge cable to the mobile computer. For more information on communications setup procedures, see [USB Connection Setup on page 2-28](#) and/or [Serial Communication Setup on page 2-26](#).

Universal Battery Charger (UBC) Adapter

The UBC Adapter can be used with a power supply as a standalone spare battery charger or it can be used with the four station UBC2000 to simultaneously charge up to four spare batteries. For additional information on the UBC 2000, refer to the *UBC 2000 Quick Reference Guide*, p/n 70-33188-xx.

Setup

Connect the UBC Adapter to a Symbol approved power source.

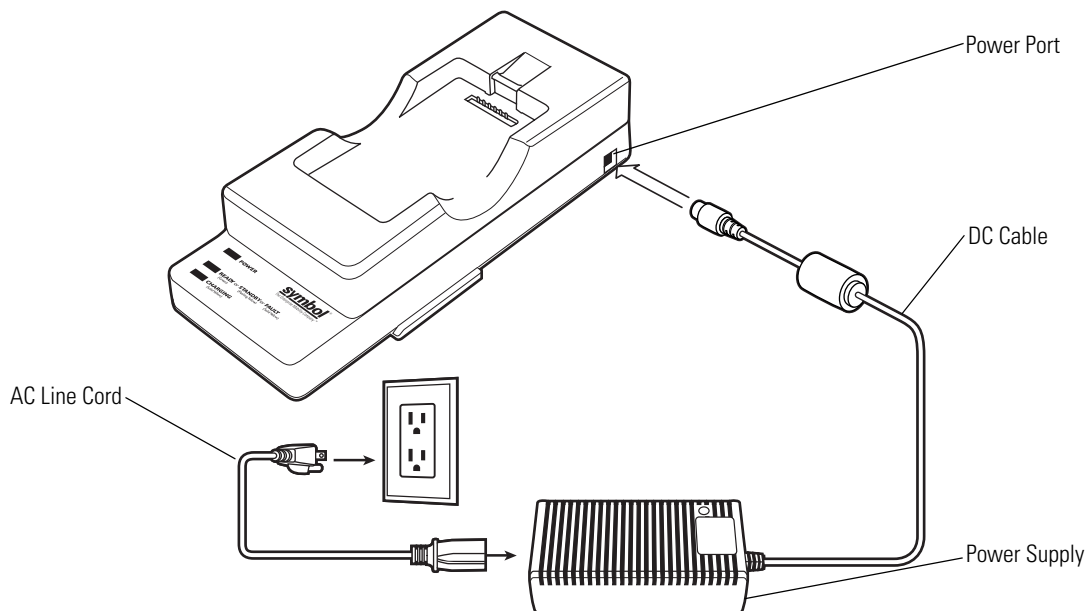


Figure 2-13. UBC Adapter Setup

Spare Battery Charging

To charge spare batteries:

1. Insert the spare battery into the spare battery charging slot, bottom first.
2. Pivot the top of the battery down onto the contact pins.

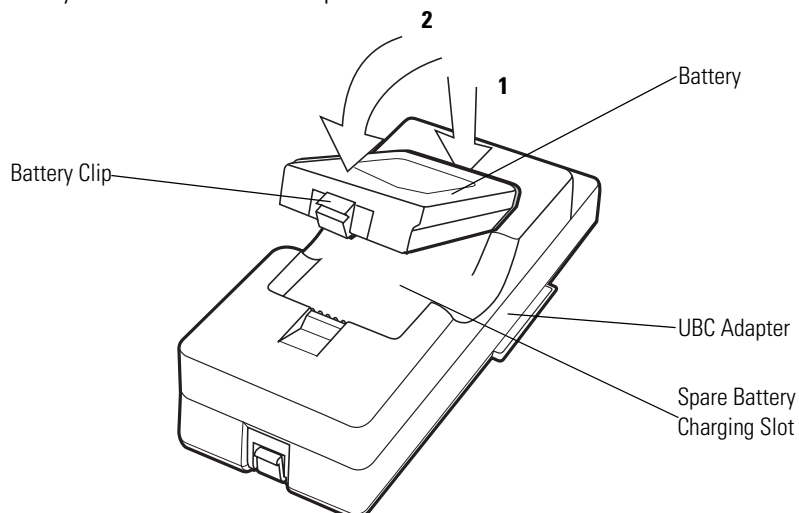


Figure 2-14. UBC Adapter Battery Insertion

- 3. Gently press down on the battery to ensure proper contact. The Standard Battery usually charges in less than four hours and the Extended Life Battery usually charges in less than six hours. See [Table 2-2](#) for charging status indications.
- 4. When charging is complete, press the battery clip and lift the battery out of the slot.

UBC Adapter LED Charge Indications

The UBC Adapter charging LEDs indicate the battery charging status.

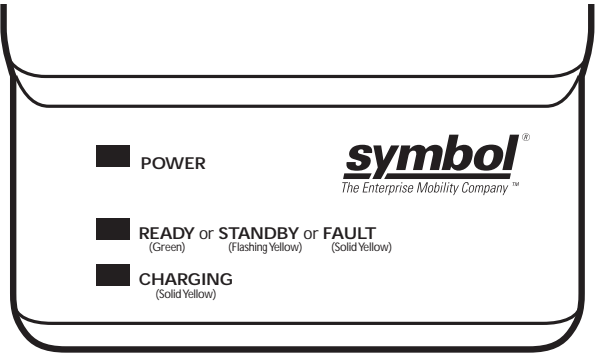


Figure 2-15. UBC Adapter LEDs

Table 2-2. UBC Adapter Charge LED Status Indications

LED	Indication	Description
POWER	Green	Power is connected to the UBC Adapter.
READY or STANDBY or FAULT	Green Flashing- Yellow Yellow	Charging complete. The battery was deeply discharged and is being trickle charged to bring the voltage up to the operating level. After operating level voltage is achieved, the battery charges normally. Charging error, check placement of mobile computer/spare battery.
CHARGING	Yellow	Normal charge.

Secure Device Card

The Secure Device (SD) card provides secondary non-volatile storage (the flash memory is slower than RAM). The SD card holder is located under the battery.



CAUTION

Follow proper Electro-Static Discharge (ESD) precautions to avoid damaging the SD card. Proper ESD precautions include, but are not limited to, working on an ESD mat and ensuring that the operator is properly grounded.

Do not use the SD card slot for any accessories other than a Symbol approved SD card.



The following Sandisk SD cards have been tested and qualified:

SDSDB-64-201-80 (64 meg)

SDSDB-128-201-80 (128 meg)

SDSDB-512-201-80 (512 meg)

To insert the SD card:

1. Remove the battery (see [Main Battery Removal on page 1-14](#)).
2. Lift the SD card retaining door.
3. Position the SD card, with the contacts down, into the SD card slot. The SD card corner notch fits into the slot only one way.
4. Snap the retaining door closed.

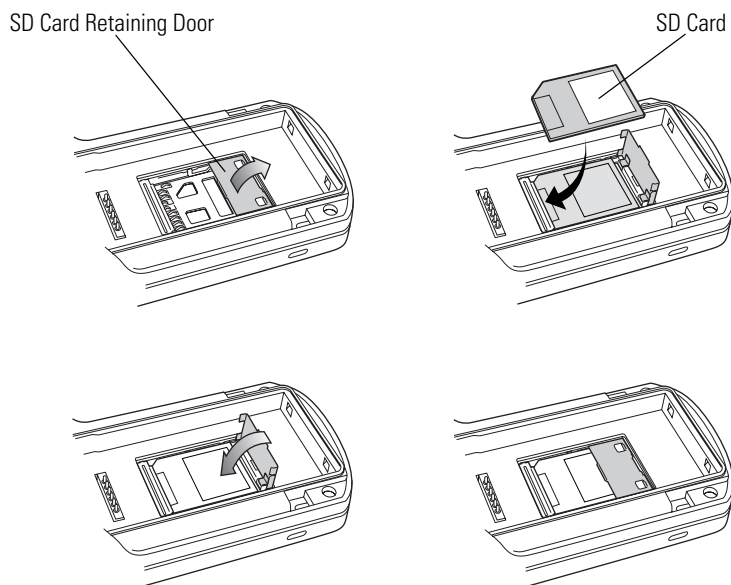


Figure 2-16. Inserting the SD card

5. Replace the battery (see [Install Main Battery on page 1-7](#)).

Copy Files onto the SD Card

The SD card can be used to store files or programs used by the mobile computer. Files may be copied using an available file browser, or using ActiveSync. InkWiz is a provided tool that is being used as an example of how to access data on the SD card.

1. From the *Series 3000 Demo* window, double-tap the *Files* icon. The *InkWiz Example* window appears.

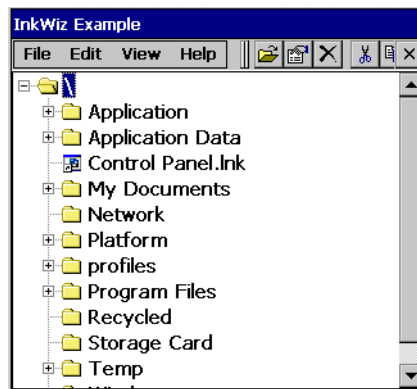


Figure 2-17. InkWiz Window

2. To copy a file to the SD card, select a file and tap the file to highlight. The *MSIMGSIZ.DAT* file in the *Temp* partition is being used as an example.
3. Tap *Edit - Copy* to copy the file.

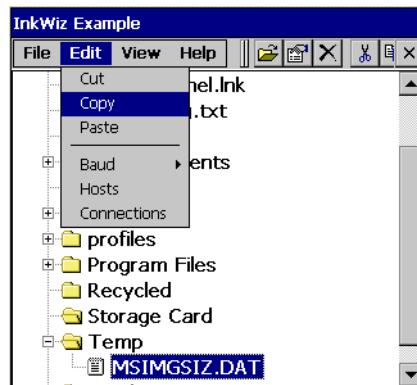


Figure 2-18. InkWiz, Copy File

4. Tap the *Storage Card* partition to highlight.
5. Tap the *Edit - Paste* to paste the file into the *Storage Card* partition. The *Storage Card* partition now shows that the *MSIMGSIZ.DAT* file is in the *Storage Card* partition.

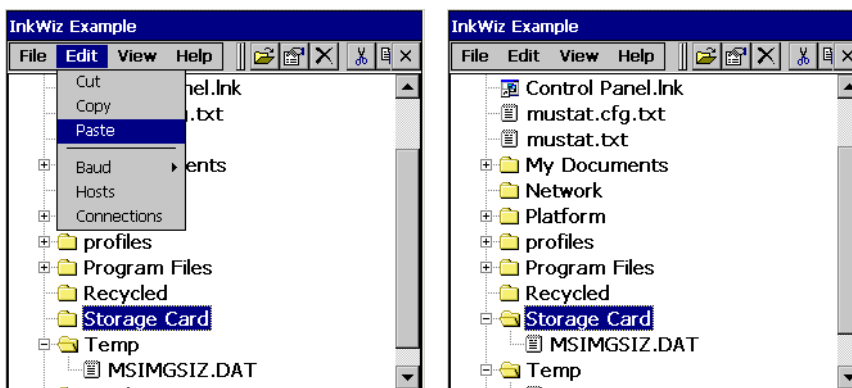


Figure 2-19. InkWiz, Paste File

Delete a File From The SD Card

InkWiz is a provided tool that can be used to delete data from the SD card.

1. Tap the *MSIMGSIZ.DAT* file to highlight.
2. Tap *File - Del* to delete the file from the *Storage Card* partition. The *Question* window appears.
3. Tap **Yes** to confirm the file deletion.
4. The *Storage Card* partition now shows that the *MSIMGSIZ.DAT* file is not in the *Storage Card* partition.

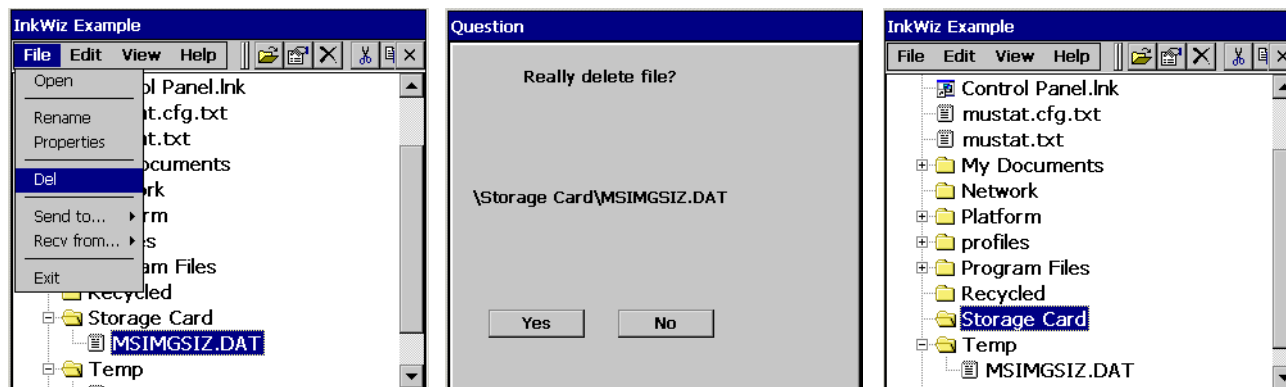


Figure 2-20. InkWiz, Delete File

Format an SD Card

Use the *Storage Manager* to format the SD card.

1. Tap **Start** - *Settings* - *Control Panel* to access the *Windows Control Panel*.



Figure 2-21. Windows Control Panel

2. Double tap the *Storage Manager* icon to access the *Storage Properties* Window.



CAUTION

Do not select any other partitions for formatting. The DSK3: SD/MMC Card selection is the only entry that can be formatted. Formatting the other partitions may render the mobile computer unusable.

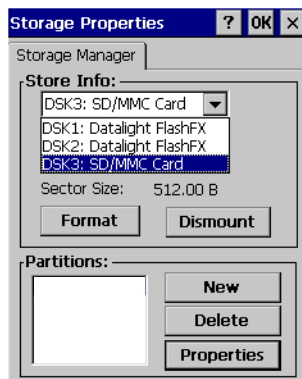


Figure 2-22. Storage Properties SD Card Select Window

3. Tap the *Store Info:* drop down menu and select the *DSK3: SD/MMC Card*.
4. Tap **Dismount** to dismount the SD card.

5. If the SD card does not have an existing partition, tap **New**. The *Create New Partition* dialog box appears. If a partition exists, proceed to step 7.



Figure 2-23. Create New Partition Window

6. In the *Name:* text box enter a partition name, and tap **OK**. The *Storage Properties* window appears.

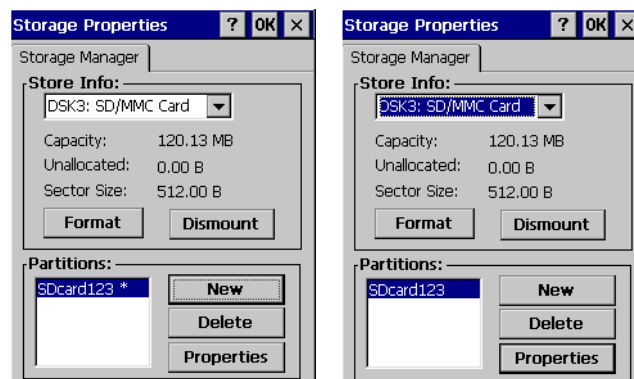


Figure 2-24. Storage Properties Window

7. The *Storage Properties* window displays the new partition name in the *Partitions:* box. The asterisk next to the partition name, indicates that the partition is mounted. The partition must be dismounted before it can be formatted.
8. Tap **Dismount**, the asterisk next to the partition name disappears indicating that the partition is dismounted.

9. Tap **Properties**, the *Partition Properties* window appears.

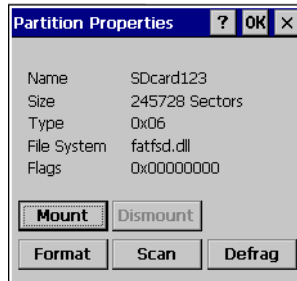


Figure 2-25. Partition Properties

10. Tap **Format**, the *Format* window appears.

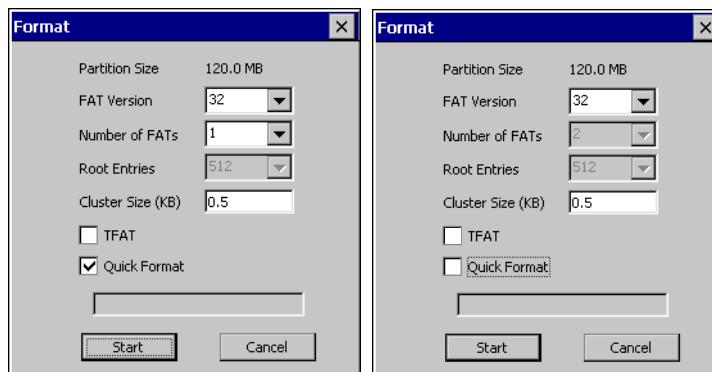


Figure 2-26. Format Windows

11. The default settings for the *Format* window are to perform a *Quick Format*. To perform a full format tap the *Quick Format* check box to uncheck.
12. Tap **Start**, the *Format* confirmation window appears.

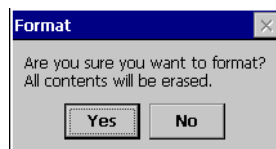


Figure 2-27. Format Confirmation Window

13. Tap **Yes**, the *Format* in progress window appears.

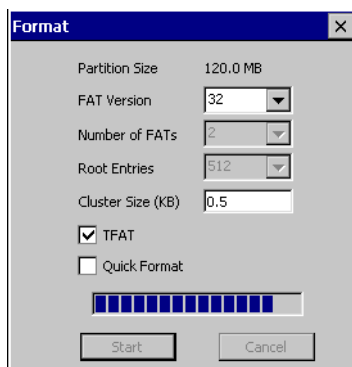


Figure 2-28. Format In Progress Window

14. The *Format* in progress window completion bar indicates the status of the format. When the format is complete the *Format* complete window appears with a *Format Complete* message.

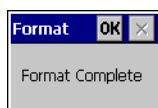


Figure 2-29. Format Complete Window

15. Tap **OK**, the *Partition Properties* window appears.

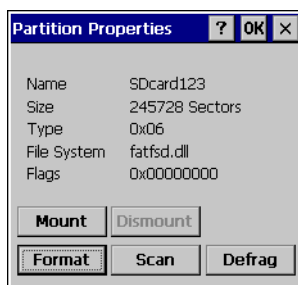


Figure 2-30. Partition Properties and Format Windows

16. Tap **OK**, the *Storage Properties* window appears.

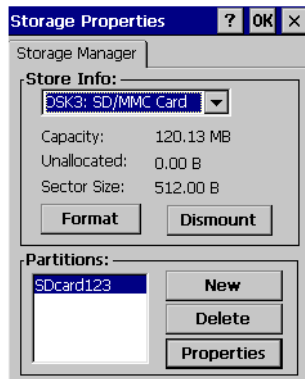


Figure 2-31. Storage Properties Window

17. Tap **OK**, to exit the *Storage Manager*.

Communication

This section provides information on installing the appropriate communication software and setting up the appropriate accessory to enable communication between the mobile computer and the host device.

The mobile computer is capable of communicating with a number of hosts, including development computers, serial devices, printers, etc. The communication accessories serve as data communication devices, enabling the information on the mobile computer to be synchronized with the information on the host device using ActiveSync. With the appropriate accessory and software, the mobile computer can establish a serial connection or a USB connection.

For a serial or USB connection, use one of the following:

- Single Slot Serial/USB cradle
- MC3000 Communication/Charge cables.

Installing Communication Software

To successfully communicate with various host devices communication software, such as Microsoft ActiveSync (version 3.7 or higher) must be installed on the host computer. See [Chapter 3, ActiveSync](#) for ActiveSync installation procedures.

Communication Setup

The communication setup procedures for the Single Slot Serial/USB cradle and the MC3000 Communication/Charge cables are provided in this section as an example. The serial communication setup procedures are provided in, [Serial Communication Setup on page 2-26](#) and the USB setup procedures are provided in, [USB Connection Setup on page 2-28](#).

Serial Communication Setup

The serial communication setup is used to set up to communicate between the host and the mobile computer using either a Single Slot Serial/USB cradle or using one of the serial MC3000 Communication/Charge cables.



For serial communication using the Single Slot Serial/USB cradle, connect only the serial cable, do not connect both the serial cable and the USB cable. If both serial and USB communication cables are required, the host computer USB port must be disabled in ActiveSync before serial communication can be enabled.

Serial Connection Setup

1. On the mobile computer, *Series 3000 Demo* window double-tap the *Ctl Panel* icon and double-tap on *Comm Settings*. The *Comm Settings*, window appears.

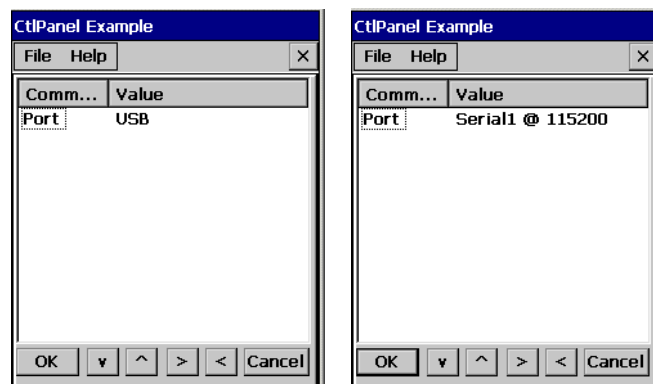




Figure 2-32. Comm Settings Window

2. The *Comm* port default value is set to *USB*. Highlight *Port*, and use the left  and right  arrow buttons to select the value. Change the value to a serial setting appropriate for the host computer (typically *Serial1 @ 115200*).
3. Tap **OK** to exit the *Comm Settings* window.
4. Tap **X** to exit the *Control Panel* window.
5. Ensure that ActiveSync was installed on the host computer and a partnership was created. See [Setting Up an ActiveSync Connection on the Host Computer on page 3-4](#) for more information.
6. If *ActiveSync* is not running on the host computer, select *Start - Programs - Microsoft ActiveSync* to start ActiveSync, to start.

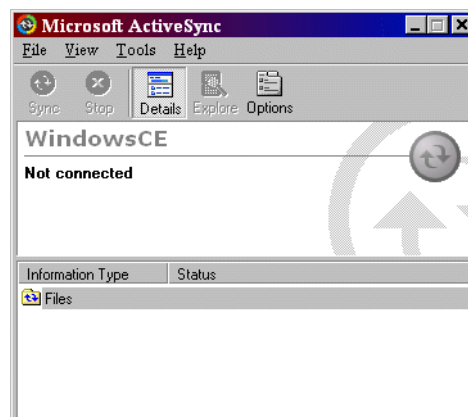


Figure 2-33. ActiveSync - Not Connected

7. In the *ActiveSync* window, select *File - Connection Settings*, the *Connection Settings* window appears.
8. Select the appropriate COM port for the host computer.

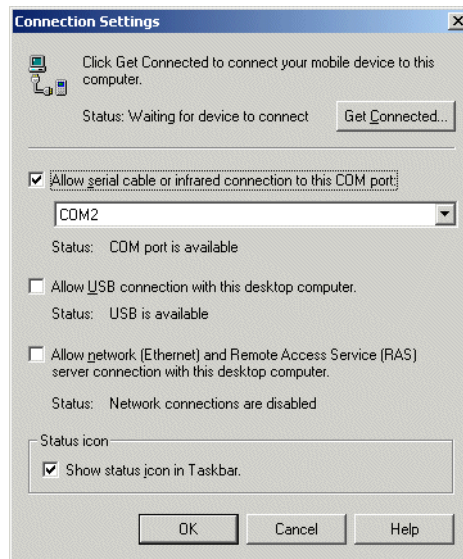


Figure 2-34. Serial Connection Setting

9. Tap **OK** to save any changes made.



Every mobile computer should have a unique device name. Never try to synchronize more than one mobile computer to the same name.

10. Connect the device to the host computer. See [Figure 2-1 on page 2-4](#) to set up a Single Slot Serial/USB cradle, or see [Figure 2-12 on page 2-14](#) for cable connections.



The cradle requires a dedicated port. It cannot share a port with an internal modem or other device. Refer to the host computer documentation to locate the serial port(s).

11. Upon connection, synchronization occurs automatically.

USB Connection Setup

The USB communication setup is used to set up to communicate between the host and the mobile computer using either a Single Slot Serial/USB cradle or using one of the serial MC3000 Communication/Charge cables.



For serial communication using the Single Slot Serial/USB cradle, connect only the USB cable, do not connect both the USB cable and the serial cable. If both serial and USB communication cables are required, the host computer USB port is the default setting in ActiveSync.

1. On the mobile computer, *Series 3000 Demo* window double-tap the *Ctl Panel* icon and double-tap on *Comm Settings*. The *Comm Settings*, window appears.



Figure 2-35. Comm Settings Window

2. Confirm that the *Comm* port default value is set to *USB*. If it is not set to *USB* then with *Port* highlighted, use the left and right arrow buttons to set the value to *USB*.
3. Tap **OK** to exit the *Comm Settings* window.
4. Tap **X** to exit the *Control Panel* window.
5. Ensure that ActiveSync was installed on the host computer and a partnership was created. See [Setting Up an ActiveSync Connection on the Host Computer on page 3-4](#) for more information.
6. If *ActiveSync* is not running on the host computer, select *Start - Programs - Microsoft ActiveSync* to start ActiveSync, to start
7. Start ActiveSync, if it is not running on the host computer. To start, select *Start - Programs - Microsoft ActiveSync*.

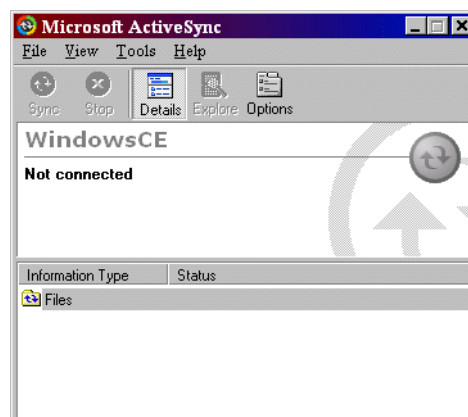


Figure 2-36. ActiveSync - Not Connected

8. In the *ActiveSync* window, select *File - Connection Settings*, the *Connection Settings* window appears.
9. Confirm that the Allow USB check box is selected.

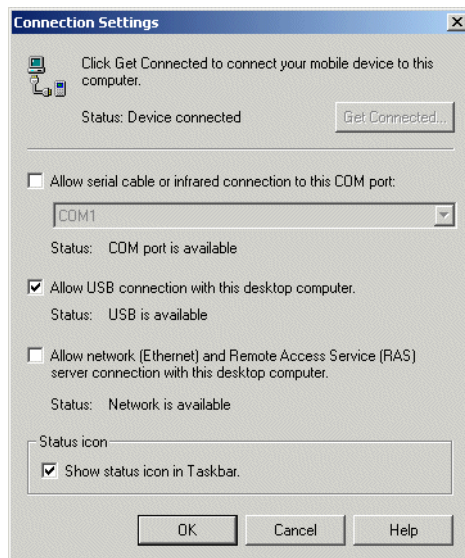


Figure 2-37. USB Connection Setting

10. Tap **OK** to save any changes made.



Every mobile computer should have a unique device name. Never try to synchronize more than one mobile computer to the same name.

11. Connect the device to the host computer. See [Figure 2-1 on page 2-4](#) to set up a Single Slot Serial/USB cradle, or see [Figure 2-12 on page 2-14](#) for cable connections.



The cradle requires a dedicated port. It cannot share a USB port with any other device. Refer to the computer user manual supplied to locate the USB(s).

12. Upon connection, synchronization occurs automatically.

Cradle/Cable Setup

To use ActiveSync with a cradle or a MC3000 Communication/Charge cable, see [Serial Connection Setup on page 2-26](#) and [USB Connection Setup on page 2-28](#) for communication setup procedures.

3

ActiveSync

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Setting Up an ActiveSync Connection on the Host Computer	3-4
Setting up a Partnership	3-5

Introduction

To communicate with various host devices, install Microsoft ActiveSync (version 3.7 or higher) on the host computer. Use ActiveSync to synchronize information on the mobile computer with information on the host computer. Changes made on the mobile computer or host computer appear in both places after synchronization.

ActiveSync software:

- Allows mobile computer-compatible host applications to be run on the mobile computer. ActiveSync replicates data from the mobile computer so the host application can view, enter, and modify data on the mobile computer.
- Synchronizes files between the mobile computer and host computer, converting the files to the correct format.
- Backs up the data stored on the mobile computer. Synchronization is a one-step procedure that ensures the data is always safe and up-to-date.
- Copies (rather than synchronizes) files between the mobile computer and host computer.
- Controls when synchronization occurs by selecting a synchronization mode, e.g., set to synchronize continually while the mobile computer is connected to the host computer, or set to only synchronize on command.
- Selects the types of information to synchronize and control how much data is synchronized.

Mobile Computer Setup

The mobile computer can be set up to communicate either with a serial connection or a USB connection. [Chapter 2, Accessories](#) provides the accessory setup and cable connection information for use with the mobile computer. The mobile computer communication settings must be set to match the communication settings used with ActiveSync.

1. On the mobile computer double-tap the *Ctl Panel* icon and double-tap *Comm Settings* to display the *Comm Settings* window.

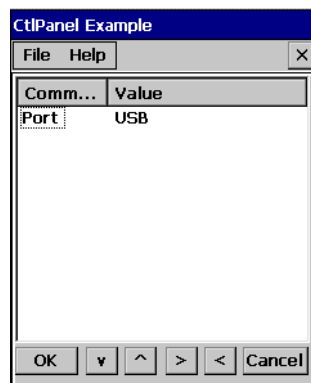




Figure 3-1. Comm Settings Window

2. With *Port* highlighted, use the left  and right arrow  buttons to select the value. Select the *Comm* port setting appropriate for the host computer, choose the default value of *USB*, or set to *Serial1 @ 115200* (device dependant).
3. Tap **OK** to exit the *Comm Settings* window and tap **X** to exit the *Control Panel* window.
4. Proceed with installing ActiveSync on the host computer and setting up a partnership.

Installing ActiveSync

To install ActiveSync on the host computer, download the latest version of the software from the Microsoft web site at <http://www.microsoft.com>. Refer to the installation and RAS instructions included with the ActiveSync software.



Microsoft recommends installing ActiveSync on the host computer before connecting the mobile computer.

Before setting up a partnership between the mobile computer and host computer. See the [Chapter 2, Accessories](#) for a list of the accessories that can be used.

Setting Up an ActiveSync Connection on the Host Computer

1. Select *Start - Programs - Microsoft ActiveSync* on the host computer. The *Microsoft ActiveSync* window appears.

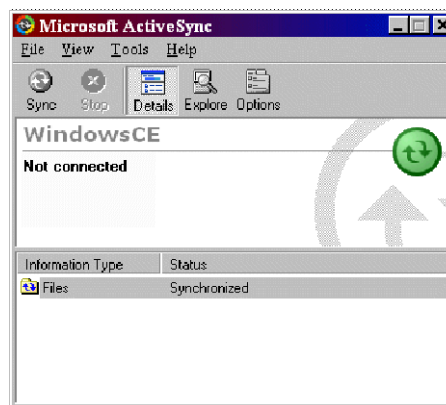


Figure 3-2. Microsoft ActiveSync Window



Assign each mobile computer a unique device name. Do not try to synchronize more than one mobile computer to the same name.

2. In the *Microsoft ActiveSync* window, select *File - Connection Settings*. The *Connection Settings* window appears.

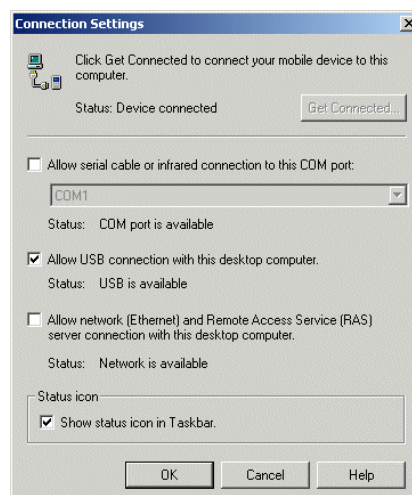


Figure 3-3. Connection Settings Window

3. Select the appropriate check box for the type of connection used.
4. Select the *Show status icon in Taskbar* check box.
5. Select **OK** to save any changes made.

Setting up a Partnership

After ActiveSync installation is complete, the ActiveSync Setup Wizard sets up a partnership to synchronize information between the mobile computer and host computer and customize synchronization settings.

To set up a partnership:

1. Connect the mobile computer to the host computer using an accessory described in [Chapter 2, Accessories](#).
2. If the *Get Connected* window does not appear on the host computer, select *Start - Programs - Microsoft ActiveSync - File - Get Connected*.



Figure 3-4. Get Connected Window

3. On the host computer, select **Next** in the *Get Connected* window.
4. The host computer and the mobile computer attempt to synchronize. The *New Partnership* window appears.

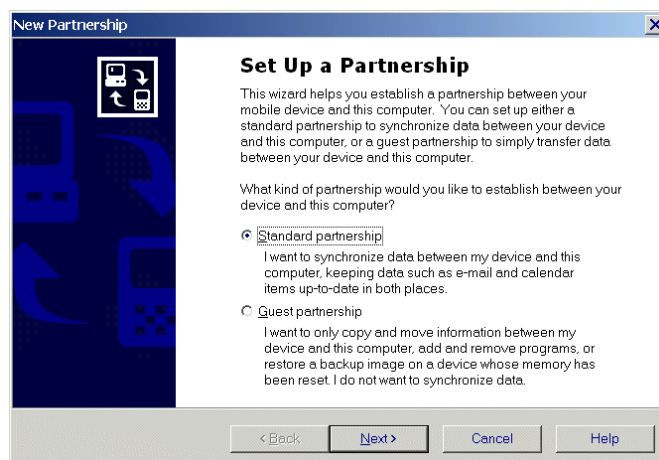


Figure 3-5. New Partnership Window

- Click the *Standard partnership* radio button and then select **Next**. The *New Partnership/Specify how to synchronize data* window appears.

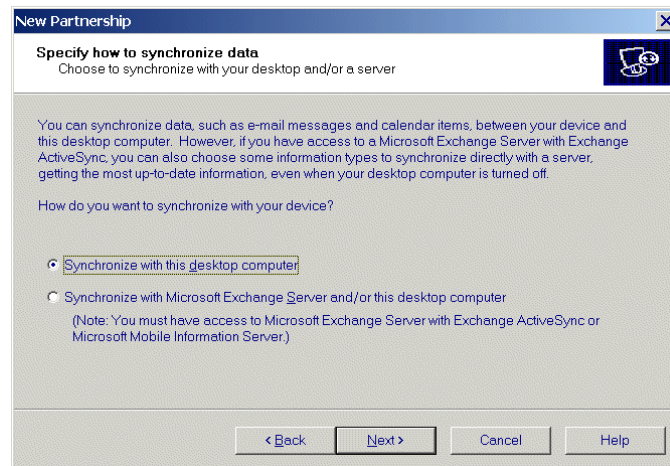


Figure 3-6. How To Sync Window

- Click the *Synchronize with this desktop computer* radio button and select **Next**. The *New Partnership/Select Number of Partnerships* window appears.

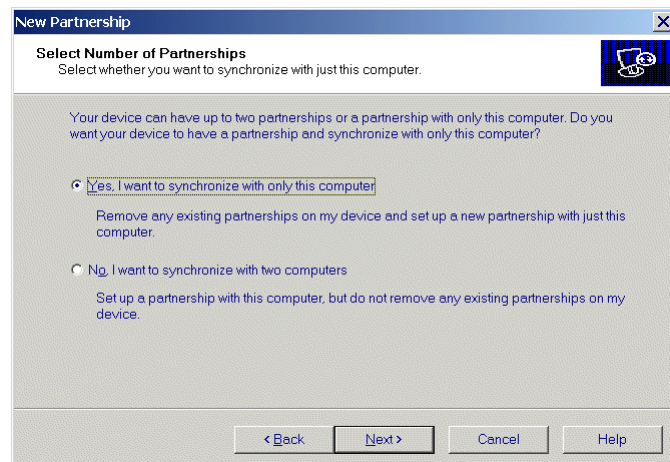


Figure 3-7. Select Number of Partnerships Window

7. Click the *Yes, I want to synchronize with only this computer* radio button and then select **Next**. The *New Partnership/Select Synchronization Settings* window appears.

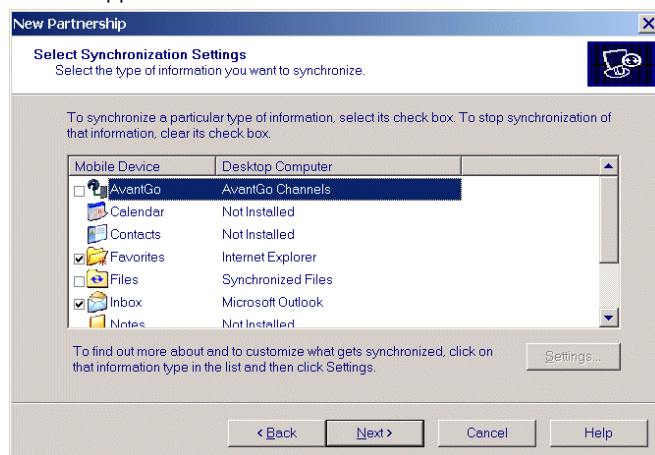


Figure 3-8. Select Synchronization Settings Window

8. To synchronize a particular type of information, select its check box. To stop synchronization of that information, clear its check box.
9. Click **Next**. The *New Partnership/Setup Complete* window appears.

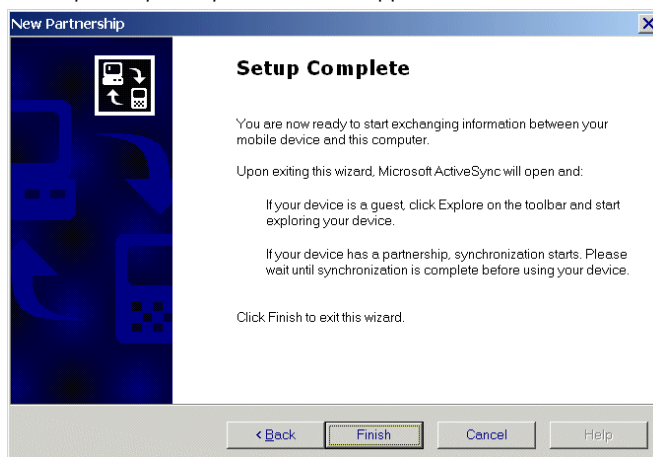


Figure 3-9. Setup Complete Window

10. Select **Finish**. The *Connected* window appears confirming the connection between the mobile computer and the host.



Figure 3-10. ActiveSync Connected Window

During the first synchronization, information stored on the host computer is copied to the mobile computer. When the copy is complete and all data is synchronized, the mobile computer can be disconnected from the host computer.



The first ActiveSync operation must be performed with a local, direct connection. To retain partnerships after a cold boot, capture partnership registry information in a .reg file and save it in the platform directory.

For more information about using ActiveSync, start ActiveSync on the host computer, then refer to the *ActiveSync Help*.

Software Installation on Development PC

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Introduction

To develop applications to run on the mobile computer, use one or both of the following:

- Symbol Mobility Developer Kit (SMDK) for Embedded Visual C 4.0 (eVC4)
- Platform Software Developer Kit (Platform SDK) for MC3000
- Device Configuration Package (DCP) for MC3000.

The SMDK for eVC4 is a development tool used to create native C and C++ applications for all Symbol mobile computers. It includes documentation, header files (.H), and library files (.LIB) for native code application development that targets Symbol value-add APIs.

The *Windows CE Platform SDK for MC3000c42* is used in conjunction with the SMDK for eVC4 to create Windows CE applications for the MC3000 mobile computer. The Platform SDK installs a new Windows CE device type and its associated libraries onto the development PC. This new device is added to the *Active WCE Configuration* field of Microsoft eMbedded Visual C++ 4.0 (eVC4).

The DCP is required to create and download hex images that represent flash partitions to the mobile computer. The DCP includes documentation, flash partitions, Terminal Configuration Manager (TCM) and the associated TCM scripts.

Required System Configurations

The minimum host system configuration required to use the SMDK for eVC4 and DCP for MC3000 is:

- IBM-compatible host computer with Pentium 450 MHz processor or higher
- Microsoft Windows XP or Microsoft Windows 2000 operating system
- 128 MB RAM
- 100 MB available hard disk space
- CD-ROM drive
- One available serial port
- Mouse
- Adobe® Acrobat® Reader® 3.0 or higher, available at the Microsoft web site: <http://www.microsoft.com>
- Microsoft ActiveSync version 3.7 or higher, available at the Microsoft web site: <http://www.microsoft.com>
- Microsoft Embedded Visual C++ v4.0 with SP2, available at the Microsoft web site: <http://www.microsoft.com>

DCP

To download and install the DCP:

1. Download the DCP from the Symbol web site: <http://devzone.symbol.com>.
2. Select *Developer Downloads* and sign in.
3. Select *PocketPC/WinCE/CE.Net Platform*.
4. On the drop-down menu below the MC3000 product, select *Device Configuration Package (DCP) for MC3000*.
5. Save the .exe file to the development computer.
6. Locate the .exe file on the development computer, double-click the file and follow the install screen prompts.
7. Once installed, access the components of the DCP from the *Symbol Device Configuration Package (DCP) for MC3000* program group of the Windows Start Menu.

Components

Table 4-1 lists the MC3000 DCP components and their locations.

Table 4-1. DCP for MC3000 Components and Locations

Component	Description	Directory Location
Files that make up the flash partitions	Used to configure the mobile computer.	\Program Files\Symbol Device Configuration Packages\MC3000\v1.0\Flash Folders
Hex image - default location	Loads onto the mobile computer for configuration.	\Program Files\Symbol Device Configuration Packages\MC3000\v1.0\Hex Images
Documentation	Documents that provide guidance on using and integrating the MC3000.	\Program Files\Symbol Device Configuration Packages\MC3000\v1.0
Readme	Contains important information for the DCP.	\Program Files\Symbol Device Configuration Packages\MC3000\v1.0
Scripts	Used to customize flash partitions.	\Program Files\Symbol Device Configuration Packages\MC3000\v1.0\TCM Scripts
TCM	An application used to customize flash file system partitions for the mobile computer.	\Program Files\Symbol\TCM2
Tools (Keyboard remap, if any)	Used in developing applications for the mobile computer.	\Program Files\Symbol Device Configurations package\MC3000\v1.0\Tools\kbtool
Start Menu: Readme Documentation TCM WEB Updates	Specifies items to appear in the Start menu.	\Documents and Settings\All Users\Start Menu\Programs

Platform SDK

Different Platform SDKs are required for the Microsoft® Windows CE .NET 4.2 Professional and Microsoft® Windows CE .NET 4.2 Core platforms.

To download and install the appropriate Platform SDK:

1. Download the appropriate Platform SDK from the Symbol web site, <http://devzone.symbol.com>.
2. Select *Developer Downloads* and sign in.
3. Select *PocketPC/WinCE/CE.Net Platform*.
4. Select Platform SDK3000c42bXXXXX.exe for the Microsoft® Windows CE .NET 4.2 Professional platform or select Platform SDK3000c42aXXXXX.exe for the Microsoft® Windows CE .NET 4.2 Core platforms.
5. Save the .exe file to the development computer.
6. Run the file and follow the screen prompts to install.

SMDK for eVC4

To download and install the SMDK for eVC4:

1. Download the SMDK from the Symbol web site, <http://devzone.symbol.com>.
2. Select *Developer Downloads* and sign in.
3. Select *PocketPC/WinCE/CE.Net Platform*.
4. Select *Symbol Mobility Developer Kit for eVC4*.
5. Select the latest version, and save the .exe file to the development computer.
6. Locate the .exe file on the development computer, double-click the executable file and follow the install screen prompts.
7. Once installed, access the components of the SMDK for eVC4 from the *Symbol Mobility Developer Kit for eVC4* program group of the *Windows Start* menu.
8. The sample applications provide examples of how to interface with the Symbol API functions. To build a sample application, open the Samples folder from the *Windows Start* menu. Open the folder for the desired sample and then open the project file. The project file has an extension of VCP. Microsoft Visual C++ v4.0 automatically launches. Select *WinCE* as the Active WCE Configuration. Select *Win32 (WCE ARMV4) Debug* as the active configuration.



If both Microsoft Visual C++ v3.0 and Microsoft Visual C++ v4.0 are installed on the development computer, ensure Microsoft Visual C++ v4.0 launches.

Components

The sample applications provide examples of how to interface with the Symbol API functions. To build a sample application, open the Samples folder from the Windows *Start* menu. Open the folder for the desired sample and then open the project file. The project file has an extension of VCP. Microsoft Visual C++ v4.0 automatically launches. Select *WinCE* as the Active WCE Configuration. Select Win32 (WCE ARMV4) Debug as the active configuration.



If both Microsoft Visual C++ v3.0 and Microsoft Visual C++ v4.0 are installed on the development computer, ensure Microsoft Visual C++ v4.0 launches.

Table 4-2 lists the SMDK for eVC4 components.

Table 4-2. SMDK for eVC4 Components and Locations

Components	Directory Location
SMDK (API) Help file and Readme file	\Program Files\Symbol Mobility Developer Kit vx.x for eVC4\
Sample applications for quick-start development	\Program Files\Symbol Mobility Developer Kit vx.x for eVC4\Samples\evc\
Header files with API prototypes and structures*	\Program Files\Windows CE Tools\wce420\WinCE\Include\armv4
Import Library files*	\Program Files\Windows CE Tools\wce420\WinCE\Lib\armv4
Start Menu Readme Help Platform Integrator Samples Web Updates	\Documents and Settings\All Users\Start Menu\Programs
* The header files and library files are time and date stamped so they can be easily identified in the armv4 directories. The "date" is the date on which the software release was assembled and the time is the version of the release. For example, a time of 1:00 signifies version 1.0.	

Installing Other Development Software

Developing applications for the mobile computer may require installing other development software, such as application development environments, on the development PC. Follow the installation instructions provided with the software.

Software Updates

Download updates to the SMDK for eVC4 from the Symbol Developer Zone web site at: <http://devzone.symbol.com>. Check this site periodically for important updates and new software versions.

Software Installation on Mobile Computer

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Introduction

With the appropriate accessory, software, and connection, the mobile computer can share information with the host computer. This chapter provides information about installing software and files on the mobile computer.

Download/software installations can be performed using:

- ActiveSync
- Initial Program Loader (IPL)
- AirBEAM
- SD card.

ActiveSync

Use ActiveSync to copy files and/or programs from a host computer to the mobile computer.

Copying Files

1. Ensure that ActiveSync is installed on the host computer and that a partnership was created. For more information see, [Chapter 3, ActiveSync](#).
2. Connect the mobile computer to the host computer using a Single Slot Serial/USB cradle or an appropriate cable. See, [Chapter 2, Accessories](#) for connection information.
3. On the host computer, select *Start - Programs - ActiveSync*.

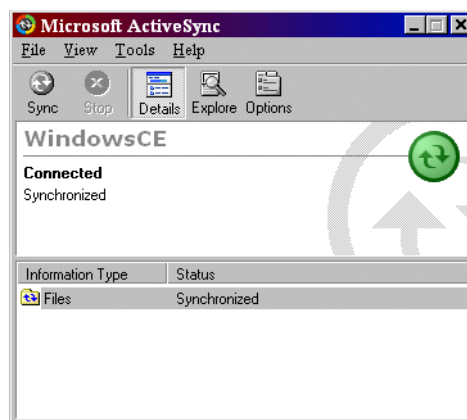


Figure 5-1. ActiveSync Connected Window

4. Select *Explore*.

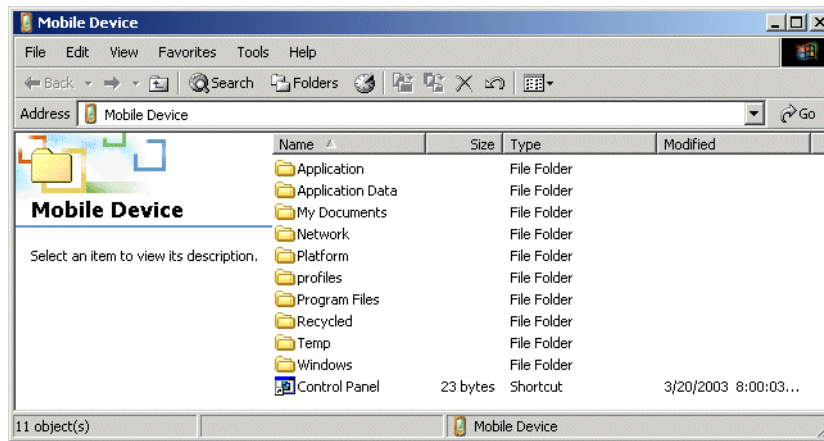


Figure 5-2. ActiveSync Explorer

5. Double-click the folder to expand the folder contents.

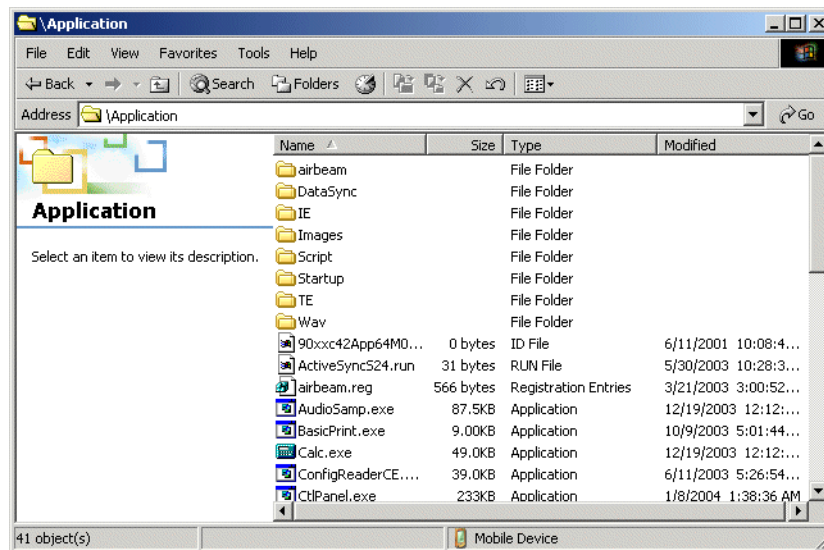


Figure 5-3. Application Folder Contents

6. Use Explorer to locate the host computer directory that contains the file to download. Tap that directory in the left pane to display its contents in the right pane.
7. Drag the desired file(s) from the host computer to the desired mobile device folder.
 - *Program Files* folder: files stored in this folder are discarded after a cold boot.
 - *Application* folder: files stored in this folder are retained after a cold boot.

Adding Programs

Install the appropriate software on the host computer before installing it on the mobile computer:

1. Download the program to the host computer (or insert the CD or disk that contains the program into the host computer). The program may consist of a single *.xip file, *.exe file, a *.zip file, or a Setup.exe file.
2. Read any installation instructions, ReadMe files, or documentation that comes with the program. Many programs provide special installation instructions.
3. Connect the mobile computer to the host computer using an accessory described in [Chapter 2, Accessories](#).
4. Ensure that a connection is established.
5. Double-click the executable file on the host computer.

If the file is an installer, the installation wizard begins. Follow the directions on the window. Once the software is installed on the host computer, the installer transfers the software to the mobile computer.

If the file is not an installer, an error message states that the program is valid but is designed for a different type of computer. Copy this file to the mobile computer (see [Copying Files on page 5-3](#)). Follow the installation instructions for the program in the ReadMe file or documentation, or use ActiveSync Explore to copy the program file to the Program Files folder on the mobile computer as described in [ActiveSync on page 5-3](#). For more information on copying files using ActiveSync, refer to ActiveSync Help.

6. When installation is complete, tap *Start - Programs* on the mobile computer, then tap the program icon.

Adding a Program from the Internet

1. Download the program to the mobile computer from the Internet using *Internet Explorer*.
2. Read any installation instructions, Read Me files, or documentation that comes with the program. Many programs provide special installation instructions.
3. Tap the file, such as a .xip or .exe file, to launch the installation wizard. Follow the directions on the window.

IPL

Use IPL to download files onto the mobile computer. See [Chapter 6, Creating/Loading Hex Images](#) to download customized flash file system partitions to the mobile computer and load hex files to the flash memory of the mobile computer.

AirBEAM

Use AirBEAM to download files onto the mobile computer and/or to transfer special software packages from a host server to the mobile computer. For more information see, [Chapter 8, AirBEAM Smart](#).

SD Card

Use the SD card to download/upload files to and from the mobile computer. See [Secure Device Card on page 2-17](#) for more information.

6

Creating/Loading Hex Images

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Introduction

Terminal Configuration Manager (TCM) is an application used to customize flash file system partitions for the mobile computer. The most common use is to create an application partition hex file that contains the customer's application. TCM can also be used to load hex files to the flash memory of the mobile computer.

The program resident on the mobile computer that receives the hex file and burns it to the flash memory is called Initial Program Loader (IPL).

The customization of partitions is controlled by TCM scripts. The scripts contain all of the necessary information for building an image. The script is a list of copy commands specifying the files to copy from the development computer to the partition.

TCM works with a pair of directory windows, one displaying the script and the other displaying the source files resident on the development computer. Using standard windows drag and drop operations, files can be added and deleted from the script window.

The DCP includes scripts used by Symbol Technologies to build the standard factory installed Platform and Application partitions provided on the mobile computer. The standard Platform partition contains drivers while the Application partition contains demo applications and optional components. The standard TCM scripts can be found in the following folder: C:\Program Files\Symbol\Windows CE SMDK (MC3000)\SymbolPlatforms\MC3000\TCMScripts.



Before creating a script to build a hex image, identify the files required (system files, drivers, applications, etc.) and locate the files' source directories to make the script building process easier.

The required processes for building a hex image in TCM include:

- Starting TCM
- Defining script properties
- Creating the script for the hex image
- Building the image
- Sending the hex image to the mobile computer.



Screens displayed in this section are sample screens. The actual mobile computer screens may vary slightly.

Starting Terminal Configuration Manager

Click the *Start - Programs - Symbol - Symbol Device Configuration Packages - MC3000 C42V1.0* to start TCM.

The *TCM* window appears displaying two child windows: *Script1* and *File Explorer*. The *Script1* window contains a newly created script and the *File Explorer* window contains a file explorer view used for selecting files to be placed in the script.

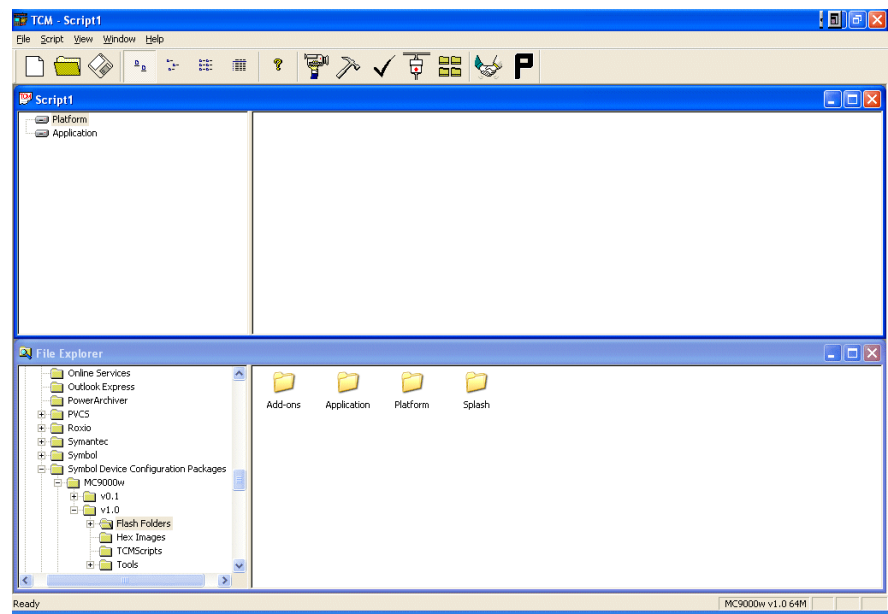


Figure 6-1. TCM Script 1 Window

Table 6-1 lists the TCM window components.

Table 6-1. TCM Components


















Icon	Component	Function
	Script Window	Displays the files to be used in the creation of the partition(s).
	File Explorer Window	Used to select the files to be added to the script.
	Create button	Create a new script file.
	Open button	Open an existing script file.
	Save button	Save the current script file.
	Large icons button	View the current script items as large icons.

Table 6-1. TCM Components (Continued)

Icon	Component	Function
	Small icons button	View the current script items as small icons.
	List button	View the current script items as a list.
	Details button	View the current script items with more details.
	About button	Display version information for TCM.
	Properties button	View/change the current script properties.
	Build button	Build the current script into a set of hex files.
	Check button	Check the script for errors (files not found).
	Send button	Download the hex image to the mobile computer.
	Tile button	Arrange the sub-windows in a tiled orientation.
	Build and Send button	Build the current script into a set of hex images and send the hex images to the mobile computer.
	Preferences button	View/change the global TCM options.

Defining Script Properties

Before a script is created, the script properties must be defined. This defines the type of mobile computer, flash type, number of disks being created and the memory configuration of each disk partition.

To define the script properties:

1. Select the *Script* window to make it active.
2. Click the **Properties** button. The *Script Properties* window - *Partition Data* tab appears.

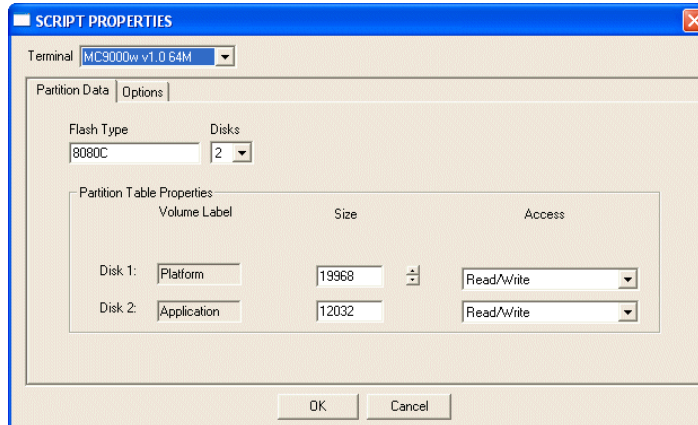


Figure 6-2. Script Properties Window - Partition Data Tab

3. In the *Terminal* drop-down list, the *MC3000C42a v1.0* or *MC3000C42b v1.0* entry is already selected.
4. Use the default *Flash Type*.
5. In the *Disks* drop-down list, select the number of disk partitions to create.
6. Select the (memory) *Size* for each disk partition. Note that adding space to one disk partition subtracts space from another.
7. In the *Access* drop-down list for each disk partition, determine and select the Read/Write access option.
8. Click the *Options* tab. The *Script Properties* window - *Options* tab appears.

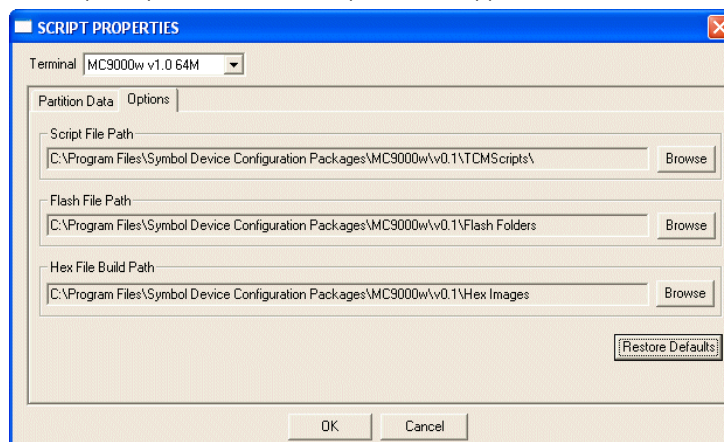


Figure 6-3. Script Properties Window - Options Tab

9. Set the paths for the Script File, Flash File and Hex File Build.
10. Click **OK**.

Creating the Script for the Hex Image

On start-up, *TCM* displays the *TCM* window with the *Script1* window and *File Explorer* window pointing to the following directory:

\Program Files\Symbol Device Configuration Packages\MC3000C42a\v0.1\TCMScripts\

\Program Files\Symbol Device Configuration Packages\MC3000C42b\v0.1\TCMScripts\

The *Script1* window directory pane displays two partitions: Platform and Application. Depending on the type of flash chip, the number of partitions may vary. Files can be added to each of the partitions. TCM functionality includes:

- Opening a new or existing script file
- Copying components to the script window
- Saving the script file.

Opening a New or Existing Script

A script file can be created from scratch or based on an existing script file. Click **Create** to create a new script or click **Open** to open an existing script (for example, a script provided in the DCP. If an existing script is opened and changes are made, saving the changes overwrites the original script. To use an original or Symbol supplied standard script as a base, use the *Save As* function to save the script using a different file name.

Updating TCM 1.X Scripts

Script files that were created with older versions of TCM can be upgraded to TCM 2.0 scripts. Click **Open** to open an existing script created with an older version of TCM. The *Conversion* window appears automatically.

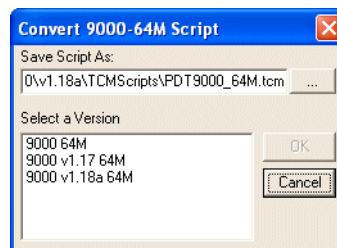


Figure 6-4. Conversion Window - Upgrading to TCM 2.0

Click on an item in the *Select a Version* list then click OK to save the script with the selected version.

Copying Components to the Script

Script contents are managed using standard file operations such as New Folder, Delete and Rename. Items can be added to the script by clicking files and folders in the *File Explorer* window and dragging them to the *Script* window. The *File Explorer* window supports standard windows; multiple files may be selected by clicking while holding the **SHIFT** or **CTRL** keys.

Saving the Script

Modifications to a script file can be saved using the *Save* or the *Save As* function. Saving changes to an existing script writes over the original script. To use an original or Symbol supplied standard script as a base, use the *Save As* function to save the script using a different file name.

Building the Image

Once the script is created, the hex image defined by the script can be built.

As part of the build, TCM performs a check on the script which verifies that all files referenced in the script exist. This check is important for previously created scripts to ensure that files referenced in the script are still in the designated locations.



The mobile computer communication must be established and external power must be provided, before resetting the mobile computer into IPL.

To build an image:

1. Click **Build** on the TCM toolbar. The *Configure Build* window appears.

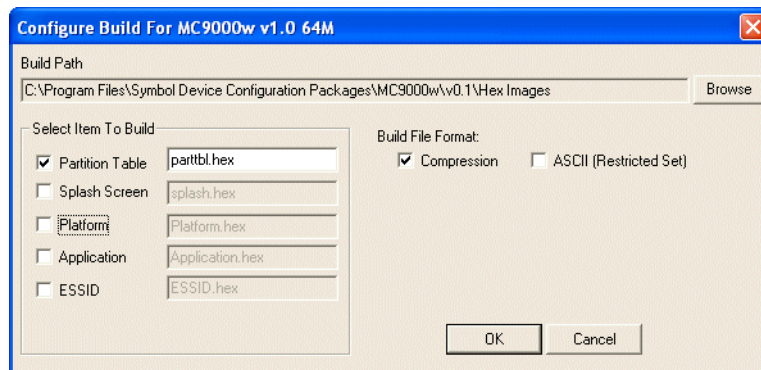


Figure 6-5. Configure Build Window

2. Select the items (partitions) to build using the check box(es) to the left of each named partition. The *Build Path* defines where to store all built partitions.
3. Select (hex image) Compression to reduce the size and speed up the download.
4. Click **OK** and follow the on-screen instructions.

If one of the partitions being built is the *Splash Screen*, a prompt appears requesting both the source bitmap file and the destination HEX file.

5. A check is performed and if there are no errors, the partition hex files are created.

If the build fails, the hex files are not be created and TCM displays an error message. Two of the most common reasons for a build failure are:

- Files defined in the script can not be found. This error can occur when the files referenced by the script are no longer stored on the development computer or the folders where they are stored were renamed.
- The total amount of flash memory space required by the script exceeds the image size. To correct this, reduce the number of files in the partition or increase the size of the partition. See [Defining Script Properties on page 6-6](#) for more information about setting the image size appropriately.

Sending the Hex Image

Once the hex file is built, it can be downloaded to the mobile computer.

To load the hex files on to the mobile computer:

1. For downloads using either a serial or a USB connection, connect the mobile computer to the development computer using the Single Slot Serial/USB cradle or MC3000 Communication/Charge cables.
2. Press and hold a yellow **Scan** button and the **Power** button simultaneously until the mobile computer resets into IPL.
3. When the *Initial Program Loader* menu appears, release scan button and **Power** button.

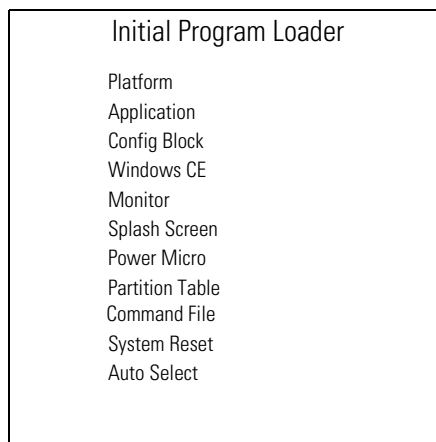


Figure 6-6. Initial Program Loader Menu



To ensure a successful download, *do not remove power from the mobile computer while in IPL mode.*

4. Choose *Auto Select* or use the up and down scroll buttons to select the partition to download, then press **Enter**.

Table 6-2. IPL Menu Partitions

Partition Name	Description
Platform	Contains the files in the Platform folder.
Application	Contains the files in the Application folder.
Config Block	Contains information to correctly configure the operating system for the mobile computer. This information is loaded by the manufacturer. Note: Ensure that an incorrect config block is not loaded into the mobile computer. Loading an incorrect config block prevents the correct operation of the mobile computer.
Windows CE	Contains the operating system for the mobile computer.
Monitor	Contains the Monitor and IPL programs.
Splash Screen	Contains the splash screen that displays while booting the mobile computer. Notes: Splash screens are generated from .bmp images, (see Splash Screen Format on page 6-17). For mono displays, the bmp image must be 4 bits per pixel (bpp) and for color screens the color depth must be 8 bpp. 8 bpp only applies to splash screen images. Once Windows CE is running, the color density is 16 bpp.
Power Micro	The Power Micro is a small computer contained within the mobile computer that controls several system resources. In the unlikely event that the Power Micro Firmware needs updating, selecting this item allows the device to be programmed.
Partition Table	Contains the partition information for all other partitions. Note: The partition table should never need changing unless the sizes of the platform and application images are changed within TCM. If this is done, then the new partition table must be loaded first, followed by both platform and application in any order.
Command File	Displays the <i>Select Transport</i> menu, USB or Lighthouse 0 serial selection.
System Reset	Selecting this item provides a simple method to exit IPL and to cold boot the operating system.
Auto Select	Selecting this item allows one or more files to be downloaded without having to manually select the destination. (The content of the files being downloaded automatically directs the file to the correct destination.) For technical reasons, Auto Select can not be used to download Monitor, Power Micro, or Partition Table. These items must be specifically selected.



If the platform or application partition sizes are changed, a new partition table must be download first.

5. IPL displays the *Select Transport* menu which lists the available methods of downloading the file.

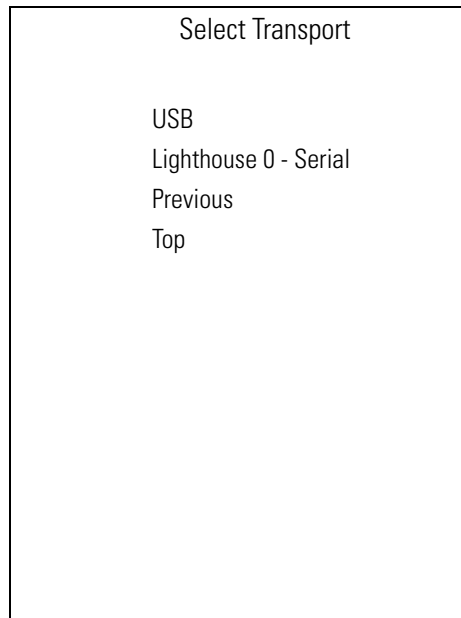


Figure 6-7. Select Transport Menu

6. Use the up and down scroll keys to select either the *Lighthouse 0 - Serial* transport method or the *USB* transport method, then press **ENT**.
7. If the *Lighthouse 0 - Serial* transport method is selected, the *Select Baud Rate* menu appears.

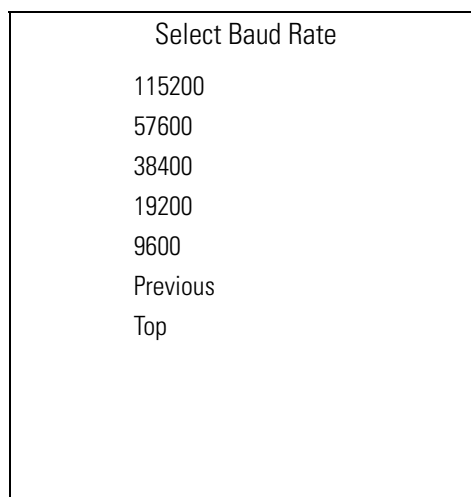


Figure 6-8. Select Baud Rate Menu

8. Use the up and down scroll keys to select the appropriate baud rate, then press **ENT**.
9. Before the download starts, if *Serial* was selected in the *Select Transport* menu, *Waiting for Data* appears in the *Device Status* field.

10. If *USB* was selected in the *Select Transport* menu, the *Waiting for Download* message appears.

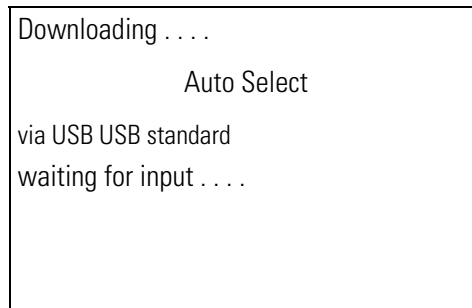


Figure 6-9. Waiting for Download

11. On the development computer, click **Load** on the TCM toolbar. The *Load Terminal* window - *Serial* tab appears.

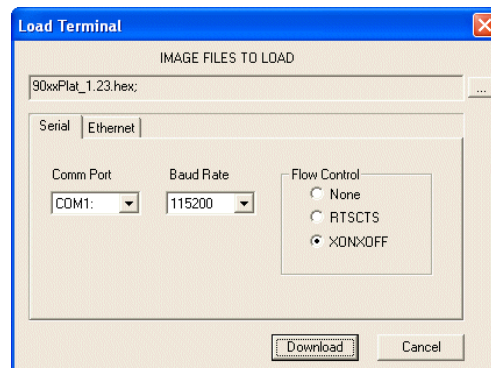


Figure 6-10. Load Terminal Window - Serial and Ethernet Tabs

12. For serial or USB port connections, click the *Serial* tab and select the *Image Files To Load*.



The *USB: Symbol Device* option will not appear on the *Comm Port* drop-down list until after the *Waiting for Download* message has completed.

13. Select the *Serial* or *USB: Symbol Device* from the *Comm Port* drop-down list.
14. For serial connections, select the *Baud Rate* from the from the *Baud Rate* drop-down list.
15. Click **Download** to begin the operation.
16. During download, the *Downloading* screen on mobile computer displays the *Device Status* and a progress bar.

17. When complete, *Device Status* displays *Result was: Success!*, or in the case of an error, the cause of the error.

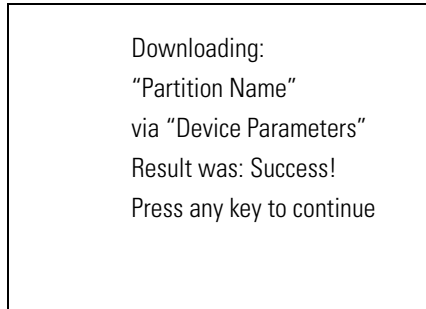


Figure 6-11. Downloading Complete Screen

18. On completion, press **ENT** to return to the *IPL* menu to select the next partition to download.
19. To exit IPL, select the *System Reset* item from the IPL menu.

TCM Error Messages

TCM validates the cells in the partition table when the Execute button is clicked. Cells highlighted in red contain an error. Partition loading is disabled until all errors are corrected.

Table 6-3. TCM Error Messages

Error	Description/Solution
Failed to build images: flash file system DLL not loaded!	TCM could not load the DLL required to build images for the targeting flash file system. Reinstall TCM or recover the DLL.
Failure finding directory xxx	Building process failed because directory xxx was not found.
Failure creating volume	Building process failed because a certain disk volume could not be created.
Failure adding system file to image	Build process failed because TCM failed to add a certain system file to the disk image.
INVALID PATH	The path for the image file to build is not valid.
Nothing Selected To Build	In the Config Build window, no item is selected to build.
Illegal ESS ID	In the Build ESSID Partition window, no ESS ID was entered or the ESS ID entered was illegal.
Disk Full	TCM failed to create hex image file at the selected path. Check available disk space.
Target Disk Full	Build process failed because TCM failed to add file to the image of a disk volume. Remove some files or increase the disk size.
Hex file is READ ONLY	The hex image file to be created exists and is read only. Delete the existing file or change its attribute.
Error opening the file xxx with write access	TCM could not open file xxx with write access. Check if file is in use.
Failure creating binary file	TCM failed to open/create an intermediate binary file.
Hex File To load is missing or invalid	In <i>Load Terminal</i> window, the file selected to load has invalid status.
Could not locate mobile computer name in TCM.ini file	While loading the <i>Script Properties</i> window, TCM could not find the TCM.ini section corresponding to the mobile computer type specified by the current opening script. Either TCM.ini or the script file is invalid.
Incorrect disk sizes in TCM.ini file	The total disk size specified in the script does not match the total disk size defined in the corresponding TCM.ini section. Check if the script is corrupt or the TCM.ini has changed after the script was created.
INVALID DIRECTORY	In <i>Script Properties</i> window, the selected System File Path is not a valid directory.
One of the disk sizes is one sector in size	In <i>Script Properties</i> window, one of the disks is too small (one sector in size). This may cause problem while building images, especially when cushion is enabled. Increase the disk size.
INVALID VOLUME NAME	In <i>Script Properties</i> window, one of the volume labels is not valid.
Corrupt TCM.INI file! (Invalid value of VolumeDivisor)	The VolumeDivisor entry is missing or invalid in the TCM.ini. Reinstall TCM or recover TCM.ini.
Invalid version of TCM script file	The TCM script was not created by this version of TCM.
Corrupt or missing TCM.ini file	TCM could not find TCM.ini file.
FAILED CONNECTION TO COM PORT (Could not get status)	While downloading images to mobile computer, TCM failed to connect to the selected COM port. Check if the COM port is free and is properly configured.
FAILED CONNECTION TO TERMINAL (Terminal Not Connected Properly/Terminal Not Ready to Receive)	While downloading images, TCM failed to connect to the mobile computer. Check if the correct flow control protocol is selected and the mobile computer is properly connected and is in a listening state.

IPL Error Detection

While receiving data, IPL performs many checks on the data to ensure that the data is received correctly. If an error is detected, IPL immediately aborts the download, and reports the error on an error screen.

Error screens may vary depending on the action being performed. A sample error screen may look like the screen pictured below:

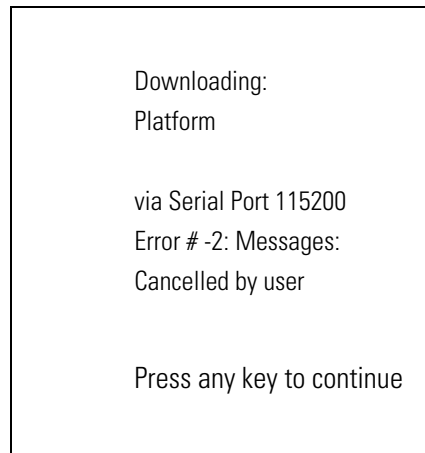


Figure 6-12. IPL Error Screen

This error message screen displays until a key is pressed. Once the screen is acknowledged, IPL returns to the *Initial Program Loader* main menu to wait for a new selection.

To find the probable cause of the error, use the error number and/or the error text displayed on the screen to look up the error in [Table 6-4](#).

Table 6-4. IPL Errors

Error Text	Error Number	Probable Cause
Unknown error	-1	A general error occurred. Retry the download. If the failure persists, it is most likely due to a hardware failure; the mobile computer requires servicing.
Cancelled by user	-2	The user cancelled the download.
Can't open the source	-7	An error occurred opening the source device (either radio card or serial port). Check source device connectivity and retry.
Can't open the destination	-8	An error occurred opening the destination device (either flash ROM or Power Micro). Retry the download. If the failure persists, it is most likely due to a hardware failure; the mobile computer requires servicing.
Can't read from the source device	-9	The source device (either radio card or serial port) could not be read from. Check source device connectivity and retry.
Can't write to the destination device	-10	The destination device (either flash ROM or Power Micro) could not be written to. Retry the download. If the failure persists, it is most likely due to a hardware failure; the mobile computer requires servicing.
Transmission checksum error	-11	An error occurred during transmission from the source device (either radio card or serial port) and the checksum check failed. Check source device connectivity and retry.
Readback checksum error	-12	A checksum, generated from reading back data that was written to the destination device, was incorrect. An error during transmission or a write error to the destination device could cause this.

Table 6-4. IPL Errors (Continued)

Error Text	Error Number	Probable Cause
There is no more heap space available	-14	There is no more heap space available for the download procedure. Restart IPL and retry the download. If the failure persists, contact service with details of what is being downloaded.
Insufficient data available to complete record	-21	A Symbol HEX file download was attempted but the HEX file is invalid. Ensure the file is in Symbol HEX file format.
Invalid Symbol HEX file	-23	A Symbol HEX file download was attempted but the HEX file is invalid. Ensure the file is in Symbol HEX file format.
Unrecognized or unsupported HEX record	-24	The Symbol HEX file being downloaded contains an invalid or unrecognized HEX record. Ensure the file is in proper Symbol HEX file format.
Invalid data in HEX file	-25	The Symbol HEX file being downloaded contains invalid data. Ensure the file is in proper Symbol HEX file format with valid HEX data.
Exceeded max size	-26	The download file is too large to fit into the space allocated for it. Either make the file smaller or increase the space allocated for it by altering the partition table.
Partition is not valid on this device	-27	The downloaded file specifies a partition entry that does not exist on the device. Only download files that are valid for this device, or change the partition table so that the new file is valid on the device.
Wrong destination code	-28	A specific partition was chosen from the <i>IPL</i> main menu (not <i>Auto Select</i>) but the file selected for download was for another partition. Ensure that the partition selected from the <i>IPL</i> main menu matches the file selected for download.
File type does not support IPL Auto Select	-29	Monitor, Power Micro and Partition Table cannot be loaded with <i>Auto Select</i> . Select the appropriate area, and try again.
Non-contiguous record found	-30	A Symbol HEX file download was attempted but the HEX file is invalid. Ensure the file is in Symbol HEX file format.
Timed Out - No data	-31	IPL was waiting for data from the source device but timed out before receiving any. Check the source device connectivity and retry.
Fail: Buffer Overrun	-32	The serial port device could not keep up with incoming data. Retry the serial download with a lower baud rate.
Partition Table not Valid	-33	The size of flash memory is different than that described in the partition table. Retry the download with the correct partition table file.
Invalid file format	-34	The file format is invalid. Only Symbol HEX files are supported by IPL.

Creating a Splash Screen

The source bitmap files used to create the default splash screens for the mobile computer are supplied with the DCP for MC3000. These files can be modified using any of the standard windows image editors, allowing customization for particular customers.

To create a custom splash screen, perform the following steps:

1. For mobile computers with monochrome screens, open the Splashmono.bmp file supplied with the DCP for MC3000 using an image editor.
2. For mobile computers with color screens, open the Splashcolor.bmp file supplied with the DCP for MC3000 using an image editor.
3. Modify the bitmap file and save.
4. Create a splash partition using the steps in [Building the Image on page 6-8](#).

Splash Screen Format

If the default files are not used to create the new splash screens, ensure to preserve the image format.

Table 6-5. Splash Screen Format

Screen Type	Dimensions	Bit Map File
Monochrome	320x320	4 bpp, 16 color grey scale
Color	324x324	8 bpp 256 color

See [Sending the Hex Image on page 6-9](#) for information about loading the splash screen using TCM and IPL.

Flash Storage

In addition to the RAM-based storage standard on Windows CE mobile computers, the mobile computer is also equipped with a non-volatile Flash-based storage area which can store data (partitions) that can not be corrupted by a cold boot. This Flash area is divided into two categories: Flash File System (FFS) Partitions and Non-FFS Partitions.

FFS Partitions

The mobile computer includes two FFS partitions. These partitions appear to the mobile computer as a hard drive that the OS file system can write files to and read files from. Data is retained even if power is removed.

The two FFS partitions appear as two separate folders in the Windows CE file system and are as follows:

- Platform: The Platform FFS partition contains Symbol-supplied programs and Dynamic Link Libraries (DLLs). This FFS is configured to include DLLs that control system operation. Since these drivers are required for basic mobile computer operation, only experienced users should modify the content of this partition.
- Application: The Application FFS partition is used to store application programs needed to operate the mobile computer.

Working with FFS Partitions

Because the FFS partitions appear as folders under the Windows CE file system, they can be written to and read like any other folder. For example, an application program can write data to a file located in the Application folder just as it would to the Windows folder. However, the file in the Application folder is in non-volatile storage and is not lost on a cold boot (e.g., when power is removed for a long period of time).

Standard tools such as ActiveSync can be used to copy files to and from the FFS partitions. They appear as the "Application" and "Platform" folders to the ActiveSync explorer. This is useful when installing applications on the mobile computer. Applications stored in the Application folder are retained even when the mobile computer is cold booted, just as the Demo 3000 program is retained in memory.

There are two device drivers included in the Windows CE image to assist developers in configuring the mobile computer following a cold boot: RegMerge and CopyFiles.

RegMerge.dll

RegMerge.dll is a built-in driver that allows registry edits to be made to the Windows CE registry. Regmerge.dll runs very early in the boot process and looks for registry files (.reg files) in certain Flash File System folders during a cold boot. It then merges the registry changes into the system registry located in RAM.

Since the registry is re-created on every cold boot from the default ROM image, the RegMerge driver is necessary to make registry modifications persistent over cold boots.

RegMerge is configured to look in the root of two specific folders for .reg files in the following order:

\Platform

\Application

Regmerge continues to look for .reg files in these folders until all folders are checked. This allows folders later in the list to override folders earlier in the list. This way, it is possible to override Registry changes made by the Platforms partitions folders. Take care when using Regmerge to make registry changes. The DCP for MC3000 contains examples of .reg files.



Regmerge only merges the .reg files on cold boots. The merge process is skipped during a warm boot.

Making modifications to registry values for drivers loaded before RegMerge is not recommended. However, these values may require modification during software development. Since these early loading drivers read these keys before RegMerge gets a chance to change them, the mobile computer must be cold booted. The warm boot does not re-initialize the registry and the early loading driver reads the new registry values.

Do not use Regmerge to modify built-in driver registry values, or merge the same registry value to two files in the same folder, as the results are undefined.

CopyFiles

Windows CE expects certain files to be in the Windows folder, residing in volatile storage. Windows CE maintains the System Registry in volatile storage. CopyFiles copies files from one folder to another on a cold boot. Files can be copied from a non-volatile partition (Application or Platform) to the Windows or other volatile partition during a cold boot. During a cold boot CopyFiles looks for files with a .CPY extension in the root of the Platform and Application FFS partitions (Platform first and then Application). These files are text files containing the source and destination for the desired files to be copied separated by ">". The following example from the file application.cpy is contained on the demo application partition included in the DCP for MC3000. It can also be obtained from the Symbol web site at <http://devzone.symbol.com/>.

Files are copied to the Windows folder from the Flash File System using copy files (*.cpy) in the following order:

\Platform

\Application

Example:

\Application\ScanSamp2.exe>\Windows\ScanSamp2.exe

This line directs CopyFiles to copy the ScanSamp2.exe application from the \Application folder to the \Windows folder.

Non-FFS Partitions

Non-FFS partitions include additional software and data pre-loaded on the mobile computer that can be upgraded. Unlike FFS Partitions, these partitions are not visible when the operating system is running. They also contain system information. Non-FFS partitions include the following:

- Windows CE: The complete Windows CE operating system is stored on Flash devices. If necessary, the entire OS image may be downloaded to the mobile computer using files provided by Symbol. The current OS partition on the mobile computer is included as part of the TCM installation package. Any upgrades must be obtained from Symbol. This partition is mandatory for the mobile computer.
- Splash Screen: a bitmap smaller than 16 Kb (and limited to 8 bits per pixel) is displayed as the mobile computer cold boots. To download a customized screen to display, see [Creating a Splash Screen on page 6-17](#).
- IPL: This program interfaces with the host computer and allows downloading via cradle or serial cable any or all of the partitions listed above, as well as updated versions of IPL. Use caution downloading updated IPL versions; incorrect downloading of an IPL causes permanent damage to the mobile computer. IPL is mandatory for the mobile computer.
- Partition Table: Identifies where each partition is loaded in the mobile computer.

Downloading Partitions to the Mobile Computer

TCM is used to specify a hex destination file for each partition and download each file to the mobile computer. This download requires a program loader stored on the mobile computer. The mobile computer comes with a program loading utility, Initial Program Loader (IPL), stored in the mobile computer's write-protected flash.

IPL

IPL allows the user to upgrade the mobile computer with software updates and/or feature enhancements.

Partition Update vs. File Update

There are two types of updates supported by the mobile computer: partitions and files. The file system used by the mobile computer is the same as the file system used on a desktop computer. A file is a unit of data that can be accessed using a file name and a location in the file system. When a file is replaced, only the contents of the previous file are erased. The operating system must be running for a file to be updated, so the IPL cannot perform individual file updates as it is a stand-alone program that does not require the operating system to be running.

A typical partition is a group of files, combined into a single "partition" that represents a specific area of storage. Examples of partitions are the flash file systems such as Platform or Application. (Using the desktop computer comparison, these partitions are roughly equivalent to a C: or D: hard disk drive.) In addition to the "hard disk" partitions, some partitions are used for single items such as the operating system, monitor, or splash screen. (Again using a desktop computer comparison, these partitions are roughly the equivalent of the BIOS or special hidden system files.) When a partition is updated, all data that was previously in its storage region is erased - i.e. it is not a merge but rather a replacement operation. Typically, the operating system is not running when partitions are update, so IPL can perform partition updates.

Partition images for selected partitions can be created by TCM. All partition images suitable for use by IPL are in hex file format for transfer by TCM from the development computer to the mobile computer.

Upgrade Requirements

Upgrade requirements:

- The hex files to be downloaded (on development computer)
- A connection from the host computer and the mobile computer (either serial or wireless)
- TCM (on development computer) to download the files.

Once these requirements are satisfied, the mobile computer can be upgraded by invoking IPL and navigating the menus. See [Sending the Hex Image on page 6-9](#) for procedures on downloading a hex file to the mobile computer.

WLAN Configuration

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Introduction

Wireless LANs allow the mobile computer to communicate wirelessly and to send captured data in real time to a host device. The mobile computer WLAN settings are used to configure and monitor the wireless connection. Before a mobile computer can be used on a WLAN, the facility must be set up to run the wireless WLAN, Remote Authentication Dial in Server (RADIUS) and the Certificate Server. Refer to the documentation provided with the Access Points (APs) for instructions on setting up the required hardware.

The *Wireless Zero Configuration (WZC)* icon appears in the task bar and indicates the connection status. The *WZC* icon remains on the task bar even if the application is exited. To re-activate (after the application was exited) double-tap the *WZC* connected icon to re-open the application.

Table 7-1. WZC Taskbar Icon Descriptions

Icon	Status
	WLAN radio is connected.
	WLAN radio is not connected.



The *WLAN radio is not connected* icon may display even when associated with a network, if the associated network does not have a valid IP address.

Wireless Zero Configuration

WZC starts automatically, the Wireless Information window appears and the *WZC* icon appears on the task bar. The *Wireless Information* tab is the default display.

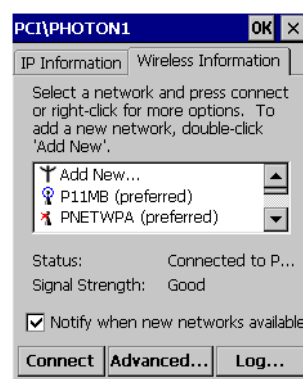









Figure 7-1. Wireless Information Tab

The *Wireless Information* window displays the available WLANs, the connection status and the signal strength.

The connection status and the WLAN availability are displayed using icons on the *Wireless Information* tab. The icons associated with a WLAN indicate the type of WLAN, its availability and the connection status. For more information see, [Table 7-2](#).

Table 7-2. Wireless Information Tab, Icon Descriptions

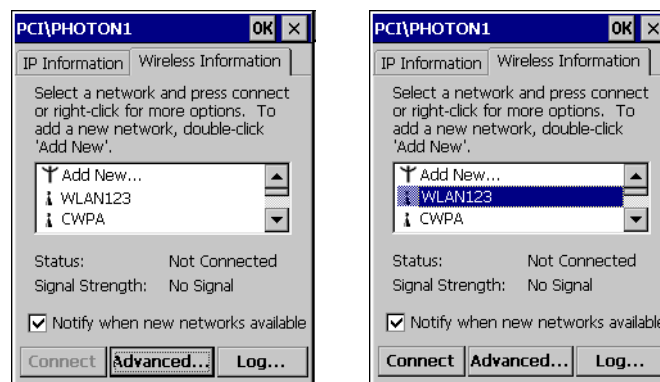
Icon	Description
	Add a new network.
	Available network.
	Connected to an available network.
	Network is not available.
	Available Ad Hoc network.
	Connected to an available Ad Hoc network.
	Ad Hoc network is not available.

Connect to a WLAN

The available WLANs are automatically displayed on the *Wireless Information* tab. Connecting to an available network from the list automatically creates a preferred profile. This preferred profile is a set of mobile computer configuration settings that can be used to connect to a wireless network. Connecting to a network saves the network preferred profile and labels the network (preferred) on the network listing.

The *Wireless Information* tab displays the available WLAN networks.

1. From the *Wireless Information* tab *window*, tap an available (not preferred) WLAN network from the list. The selected WLAN network is highlighted in blue, and the **Connect** button becomes selectable.

**Figure 7-2. Wireless Information Tab**

2. Tap **Connect**. The Status line on the *Wireless Information* tab displays the *Status: Scanning . . . /Associated with.../ Connected to . . .* If a logon is required, the *User Logon* window appears if a logon is not required the *Wireless Properties* window appears.

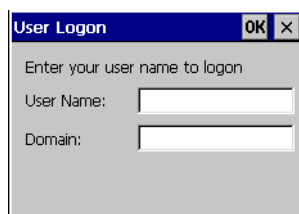


Figure 7-3. User Logon

3. Enter the logon information and tap **OK**. The *Wireless Properties* window appears.



Figure 7-4. Wireless Properties

4. If the network is an Ad Hoc network, tap the *This is an Ad Hoc network* check box. Selecting the Ad Hoc network selection disables the *Enable 802.1X authentication* option. Skip to Step 5 for the non-Ad Hoc network settings.

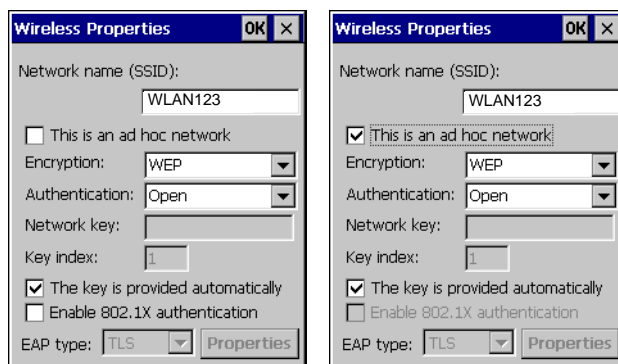


Figure 7-5. Wireless Properties, Ad Hoc Network Selection

5. The encryption settings available (with the Ad Hoc network selected) are *Disabled* and *WEP*. Tap *WEP* encryption and select an appropriate *Authentication*: type; *Open*, *Shared* or *WPA-PSK*. See [Table 7-3](#) for a description of the authentication types. If the *Disabled* encryption setting is selected, there are no *Authentication*: types available. See [Table 7-4](#) for a description of the authentication values available for each of the encryption type selections.

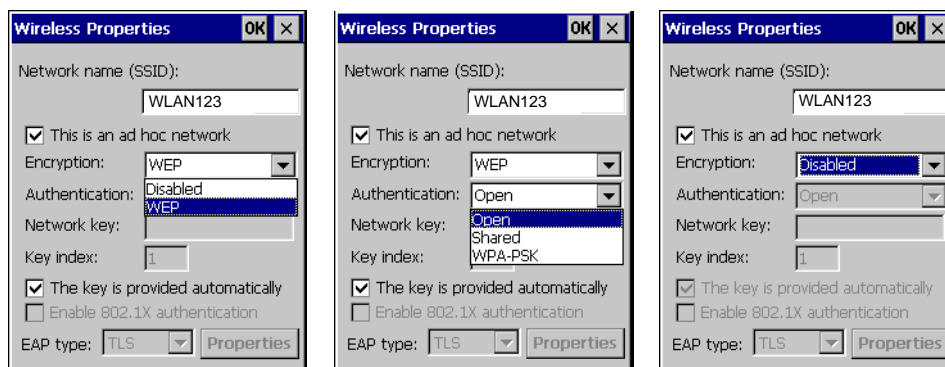


Figure 7-6. Wireless Properties, Ad Hoc Network Encryption Selection

Table 7-3. Authentication Selections

Authentication	Description
Open	Use the <i>Open</i> option when no authentication is needed over the network. Data packet encryption is still available when no authentication is selected.
Shared	Will authenticate the user based on a network key (not recommended).
WPA	Select this option for the client adapter to use Wireless Protected Access (WPA). EAP Type must be selected with this option.
WPA-PSK	Select this option to use Wireless Protected Access (WPA) via pre-shared key (PSK).

Table 7-4. Authentication/Encryption Selection Restrictions

Authentication Type	Encryption		
	Disabled	WEP	TKIP
Open	Available*	Available	Not Available
Shared	Available*	Available	Not Available
WPA	Not Available	Available	Available
WPA-PSK	Not Available	Available	Available
* Not available with Ad Hoc networks.			

6. If the network is not an Ad Hoc network, the encryption settings available are *Disabled* and *WEP*. Tap *WEP* encryption and select an appropriate authentication type; *Open*, *Shared*, *WPA* or *WPA-PSK*. See [Table 7-3](#) for a description of the authentication types. If the *Disabled* encryption setting is selected, there are no authentication types available. See [Table 7-4](#) for a description of the authentication values available for each of the encryption type selections.

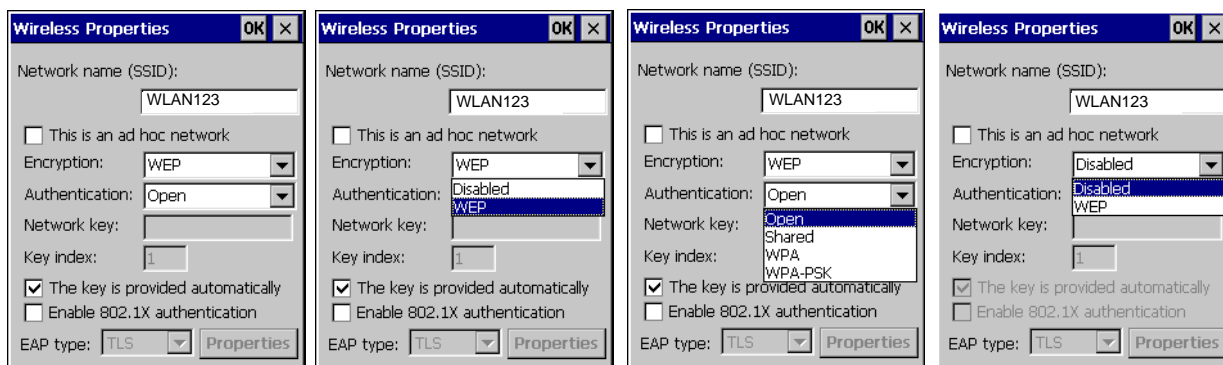


Figure 7-7. Wireless Properties, Authentication Selection

7. The *Enable 802.1X authentication* options are available for non Ad Hoc networks. Tap the *Enable 802.1X authentication* check box to enable the 802.1X authentication. This selection also enables the *EAP type* selection.
8. Tap to select the Encryption settings. The available options are WEP and TKIP. [Table 7-5](#) describes the encryption option settings.

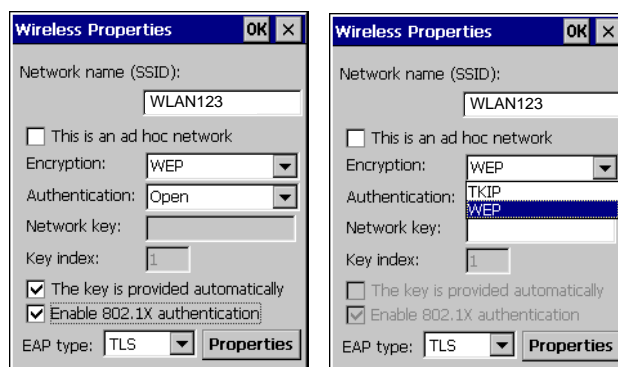


Figure 7-8. Wireless Properties, Encryption Selection

Table 7-5. Encryption Options

Encryption	Description
Disabled	Use the Disabled option when no data packet encryption is needed over the network. Selecting this option provides no security for the data being transmitted over the network.
WEP	Select WEP to select a key index 1-4 and input the key into the <i>Network key</i> box. The Key can be a 10, 26, 32 or 64 Hex digit value or 5, 13, 16, 32, digit ASCII value.
TKIP	Select this option for the client adapter to use Wireless Protected Access (WPA) via TKIP. If this selection used with the WPA-PSK authentication then the pass key must be entered into the <i>Network key</i> box.

9. The EAP type selection settings available are dependent on the authentication selection. For the *Open*, *WPA* and *WPS-PSK* authentication selections; the *PEAP* or the *TLS*, *EAP types* may be selected. [Table 7-6](#) describes the *EAP types* option settings.

Table 7-6. EAP Type, Authentication Selections - PEAP and TLS

Authentication	Description
PEAP	Select this option to enable PEAP authentication. This method uses a digital certificate to verify the server and a password to verify the user identity.
TLS	TLS is an authentication scheme through IEEE 802.1x. It authenticates users and ensures only valid users can connect to the network. It also restricts unauthorized users from accessing transmitted information. TLS achieves this through secure authentication certificates.

10. The *Shared* authentication selection, disables the *Enable 802.1X authentication* option and it disables the *EAP type* selection settings.

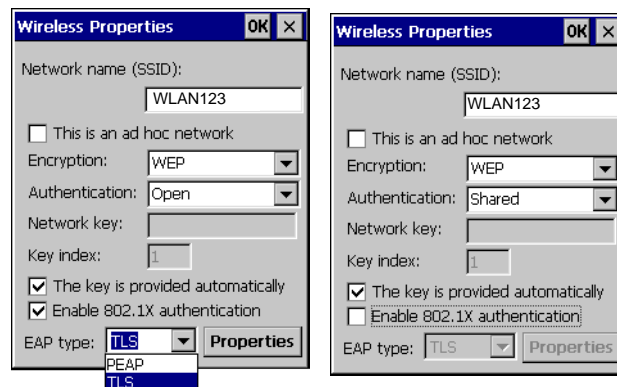


Figure 7-9. Wireless Properties, EAP Type Selection

11. The network key sending method selection is also dependent on the authentication type.

For the *Open and Shared, Authentication:* selections; tap the *The key is provided automatically* check box, to automatically send the network key. Deselecting the *The key is provided automatically* check box, activates the *Network key:* box used to manually enter the network key.

For the *WPA and WPS-PSK, Authentication:* selections; the *The key is provided automatically* check box is automatically selected and can not be deselected. Use the *Network key:* box for manual entry of the network key.

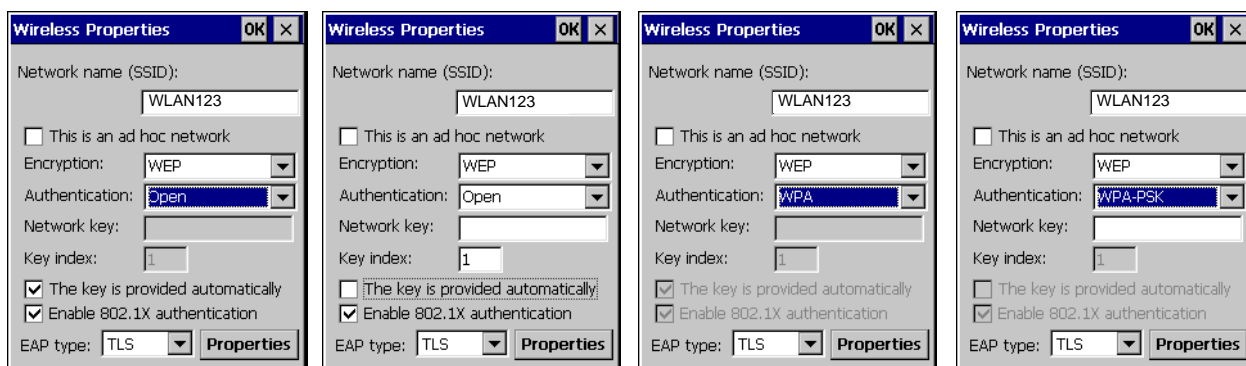


Figure 7-10. Wireless Properties, Automatic Network Key Selection

12. Tap the **Properties** button on the *Wireless Properties* window to view the *User Certificate* window.

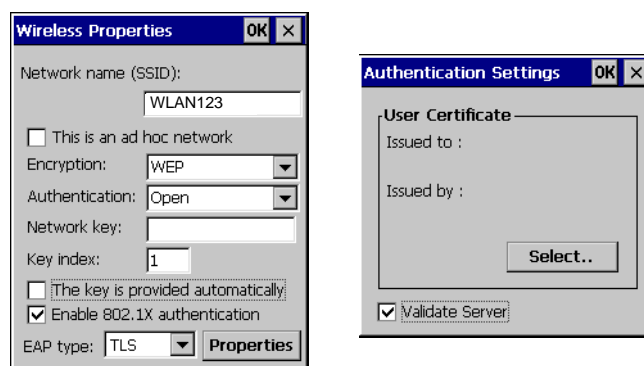


Figure 7-11. Wireless Properties, User Certificate

13. The default setting requires the certificate server to be validated. Tap the *Validate Server* check box on the *Authentication Settings* window, to uncheck. This allows server certificates to be accepted with no validation.

14. Tap the **Select** button on the *Authentication Settings* window, to view the *Select a Certificate* window.



Figure 7-12. Select a Certificate

15. The *Select a Certificate* window displays the available certificates. To view a certificate, tap to highlight the certificate and tap the **Details** button.
16. Tap **X** to return to the *Select a Certificate* window and tap **X** to return to the *Authentication Settings* window.
17. Repeat step 14 to view another certificate.
18. Tap **OK** to exit the *Authentication Settings* window and return to the *Wireless Properties* window.
19. Tap **OK** to exit the *Wireless Properties* window and return to the *Wireless Information* tab window.
20. The icon changes to indicate a connection to an available network. Once the network connection is made the configuration information is automatically saved in the preferred networks and (*preferred*) is added to the network name.

Advanced Wireless Settings

Advanced Wireless Settings are used to display and edit the preferred network settings.

1. From the *Wireless Information* tab window, tap a *preferred* WLAN to select it. Tap **Advanced** to display the preferred networks.

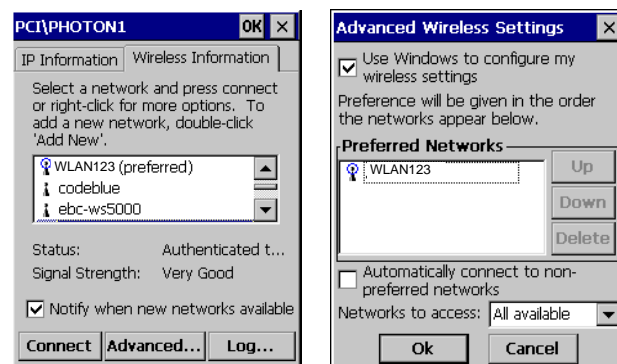


Figure 7-13. Advanced Wireless Settings

2. Tap the **Up** or **Down** buttons to scroll up or down on the list of preferred networks.
3. To delete a Preferred Network, tap the network to highlight it and then tap **Delete**.
4. The *Advanced Wireless Settings* window allows the user to enable Windows to automatically configure the wireless settings. Tap the *Use Windows to configure my wireless settings* check box to enable this feature and uncheck the checkbox to disable this feature.

5. The *Advanced Wireless Settings* window also provides a setting to automatically connect to non-preferred networks and it allows the user to select the networks that will be accessed. Tap the *Automatically connect to non-preferred networks* check box.

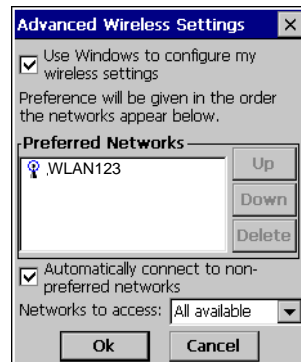


Figure 7-14. Advanced Wireless, Automatic Configuration

6. The *Advanced Wireless Settings* window allows the user to select network filtering. The filtering selections are:
- All available
 - Only access points
 - Only computer-to-computer.

If the *Automatically connect to non-preferred networks* check box is checked then the filter settings apply to both preferred and non-preferred networks. If the *Automatically connect to non-preferred networks* check box is not checked then the filter settings apply only to both preferred networks.

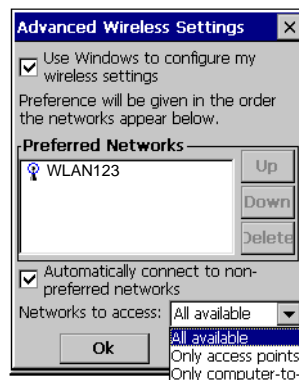


Figure 7-15. Advanced Wireless, Network Filtering Settings

WZC Information

The WZC information windows are used to display mobile computer and wireless network settings.

- 1. From the *Wireless Information* tab window, tap a WLAN to select it. Tap the *IP Information* tab to display the *IP Information* tab window. This window provides the mobile computer internet protocol Transmission Control Protocol (TCP/IP) settings.
- 2. Tap the *IP Information* tab **Details** button to display the *Network Connector Details* window. This window displays the mobile computer and wireless network settings. Tap the *IP Information* tab **Renew** button to refresh display information. Table 7-7 lists the *Network Connection Details* descriptions.

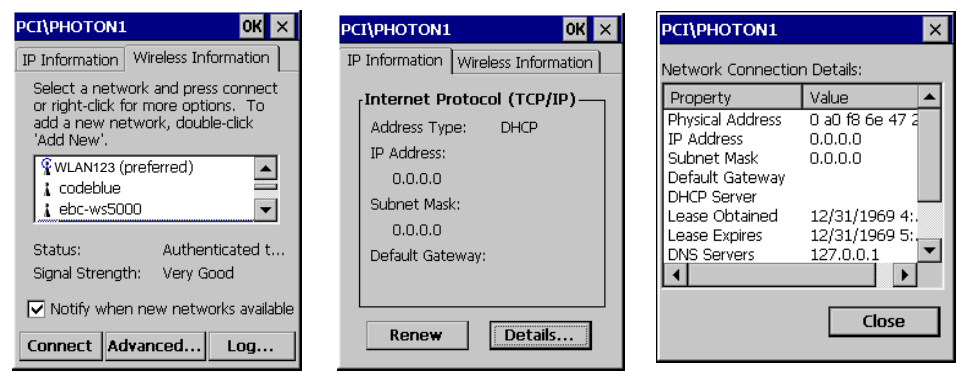


Figure 7-16. IP Information Tab

Table 7-7. IP Information Details

Property	Default Value*	Description
Physical Address	0 a0 f8 6e 47 27	Physical Address of the mobile computer.
IP Address	0.0.0.0	The Internet is a collection of networks with users that communicate with each other. Each communication carries the address of the source and destination networks and the particular machine within the network associated with the user or host computer at each end. This address is called the IP address (Internet Protocol address). Each node on the IP network must be assigned a unique IP address that is made up of a network identifier and a host identifier. Enter the IP address as a dotted-decimal notation with the decimal value of each octet separated by a period, for example, 192.168.7.27.
Subnet Mask	0.0.0.0	Most TCP/IP networks use subnets in order to effectively manage routed IP addresses. Having an organization's network divided into subnets allows it to be connected to the Internet with a single shared network address, for example, 255.255.255.0.
Default Gateway		The default gateway is a device that is used to forward IP packets to and from a remote destination.
DHCP Server	157.235.1.1	The Dynamic Host Configuration Protocol (DHCP) server issues a leased IP address and network configuration information.
Lease Obtained	9/7/2004 11:50	Indicates the start time that the DHCP server issued the IP address and network configuration information.
Lease Expires	9/7/2004 11:50	Indicates the expiration time for the IP address and network configuration information.
DNS Servers	157.235.1.1 127.0.0.1	The Domain Name System (DNS) is a distributed Internet directory service. DNS is used to translate domain names and IP addresses.
WINS Servers	157.235.20.88	WINS is a Microsoft Net BIOS name server. WINS eliminates the broadcasts needed to resolve computer names to IP addresses by providing a cache or database of translations.
* Default values may change.		

Log Window

The log window displays the wireless networking log records.

1. On the *Wireless Information* tab window, tap the **Log** button to view the *Wireless Networking Log* window.

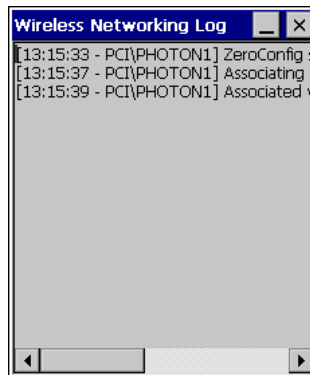


Figure 7-17. Wireless Networking Log Window

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Introduction

The AirBEAM Smart product allows specially designed software packages to be transferred between a host server and Symbol wireless handheld devices. Before transfer, AirBEAM Smart checks and compares package version, so that only updated packages are loaded.

AirBEAM Smart resides on radio-equipped client devices and allows them to request, download and install software, as well as to upload files and status data. Both download and upload of files can be accomplished in a single communications session. The ability to transfer software over a radio network can greatly reduce the logistical efforts of client software management.

In an AirBEAM Smart system, a network-accessible host server acts as the storage point for the software transfer. The AirBEAM Smart Client uses the industry standard FTP or TFTP file transfer protocols to check the host system for updates and if necessary, to transfer updated software.

AirBEAM Package Builder

In a typical distributed AirBEAM Smart system, software to be transferred is organized into packages. In general, an AirBEAM Smart package is simply a set of files that are assigned attributes both as an entire package and as individual component files. The package is assigned a version number and the transfer occurs when an updated version is available.

An AirBEAM Smart package can optionally contain developer-specified logic to be used to install the package. Installation logic is typically used to update client device flash images or radio firmware. Examples of common AirBEAM Smart packages would include packages for custom client application software, radio firmware and AirBEAM Smart Client software.

Once these packages are built, they are installed on the host server for retrieval by the handheld device. The AirBEAM Package Builder is a utility used to define, generate and install AirBEAM packages to a server. The packages are then loaded from the server onto a client device equipped with an AirBEAM Smart Client executable.

For detailed instructions on how to define, generate and install AirBEAM packages to the server, refer to the *AirBEAM Package Builder Product Reference Guide*, p/n 72-55769-xx.

AirBEAM Smart Client

The AirBEAM Smart Client is installed on the handheld mobile computer. It is configured with the server access information, the names of the packages to be downloaded and other controlling parameters. When the AirBEAM Smart Client is launched, the device connects to the specified FTP server and checks the packages it is configured to look for. If the package version was updated, the client requests the transfer.

AirBEAM Smart License

The AirBEAM Smart Client is a licensed software product. The AirBEAM Smart Client version synchronization functionality is enabled through a license key file that is stored on the client device. The license key file can be built into AirBEAM Smart Client's image, or downloaded in a special AirBEAM package. The AirBEAM Smart license key file contains a unique key and a customer specific banner that is displayed when the AirBEAM Smart Client version synchronization logic is invoked.

The AirBEAM Smart Client package that is included on the mobile computer does not include a licence key. This software version is limited to downloading of specific Symbol software products. A license key can be purchased that will allow the downloading of custom applications and other non-Symbol software products.

Configuring the AirBEAM Smart Client

1. Select *Start - Programs - AirBEAM Client*. The *AirBEAM CE* window appears.
2. Tap *File - Configure*. The *AirBEAM* configuration window appears.

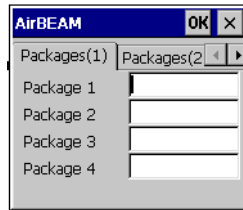


Figure 8-1. AirBEAM Smart Configuration Window

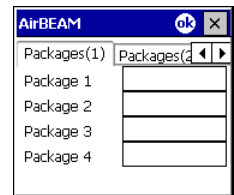
The configuration window is used to view and edit AirBEAM Smart Client configurations. This dialog box has six tabs that can be modified - Packages(1), Packages(2), Server, Misc(1), Misc(2) and Misc(3).

Packages(1) Tab

This tab is used to specify the package name of the first four of eight packages that are to be loaded during the AirBEAM Smart synchronization process. The specified package name must correspond to a package that is available on the specified package server.

Table 8-1. Package (1) Tab

Field	Description
Package 1	Package name of the first of eight packages. This is an optional field.
Package 2	Package name of the second of eight packages. This is an optional field.
Package 3	Package name of the third of eight packages. This is an optional field.
Package 4	Package name of the fourth of eight packages. This is an optional field.

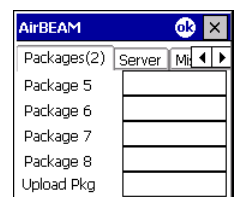


Packages(2) Tab

This tab is used to specify the package name of the last four of eight packages that are to be loaded during the AirBEAM Smart synchronization process. The specified package name must correspond to a package that is available on the specified package server.

Table 8-2. Package (2) Tab

Field	Description
Package 5	Package name of the fifth of eight packages. This is an optional field.
Package 6	Package name of the sixth of eight packages. This is an optional field.
Package 7	Package name of the seventh of eight packages. This is an optional field.
Package 8	Package name of the eighth of eight packages. This is an optional field.
Upload Pkg	Package name of a package that is to be processed for “upload files” during the AirBEAM Smart synchronization process. The specified package name must correspond to a package that is available on the specified package server. This is an optional field.



Server Tab

This tab is used to specify the configurations of the server to which the client connects during the package synchronization process.

Table 8-3. Server Tab

Field	Description
IP Address	The IP Address of the server. It may be a host name or a dot notation format.
Directory	The directory on the server that contains the AirBEAM Smart package definition files. All AirBEAM Smart package definition files are retrieved from this directory during the package synchronization process.
User	The FTP user name that is used during the login phase of the package synchronization process.
Password	The FTP password that corresponds to the FTP user specified in the User field. The specified password is used during the login phase of the package synchronization process.

Misc(1) Tab

This tab is used to configure various miscellaneous features.

Table 8-4. Misc (1) Tab

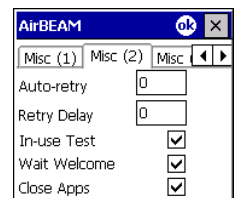
Field	Description
Auto-load	<p>This drop-down list is used to specify how the AirBEAM Smart Client is to be invoked automatically when the client device is rebooted. The selections are:</p> <ul style="list-style-type: none"> Disable: the AirBEAM Smart Client is not invoked automatically during the boot sequence. Interactive: the AirBEAM Smart Client is invoked automatically during the boot sequence. The package synchronization process is started automatically. The Synchronization Dialog box appears and the user is required to press the OK button when the process is complete. Non-interactive: the AirBEAM Smart Client is invoked automatically during the boot sequence. The package synchronization process is started automatically. The Synchronization Dialog box is displayed, but the user is not required to tap OK when the process is complete. The <i>Synchronization Dialog</i> box terminates automatically. Background: the AirBEAM Smart Client is invoked automatically during the boot sequence. The package synchronization process is started automatically. Nothing is displayed while the synchronization process is occurring.
RAM Management	<p>This checkbox specifies whether the automatic RAM management is enabled during the package synchronization process.</p> <p>If enabled, RAM management logic is invoked when there is not enough free disk space to download a package. The RAM management logic attempts to remove any discardable AirBEAM Smart packages resident on the client.</p>

Table 8-4. Misc (1) Tab (Continued)

Field	Description
Suppress Separator	<p>This checkbox specifies whether the automatic insertion of a file path separator character should be suppressed when the client generated server package definition file names.</p> <p>When enabled, the parameter also disables the appending of .apd to the package. This feature is useful for AS/400 systems, in which the file path separator character is a period. When this feature is enabled, the server directory (Directory) and package name (Package 1, Package 2, Package 3 and Package 4) are appended "as is" when building the name for the server package definition file.</p> <p>When this feature is disabled, a standard file path separator is used to separate the server directory (Directory) and package name (Package 1, Package 2, Package 3 and Package 4) when building the name for the server package definition file. In addition, an .apd extension is appended automatically.</p>
TFTP	This checkbox specifies whether the TFTP protocol is to be used to download files. By default, the AirBEAM Smart Client uses the FTP protocol.
WNMS	This checkbox specifies whether the AirBEAM Smart Client uploads a WNMS information file at the end of each version synchronization.

Misc(2) Tab

This tab is used to configure various miscellaneous features.

**Table 8-5. Misc (2) Tab**

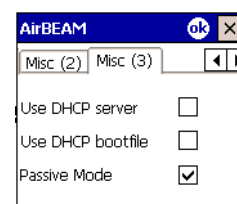
Field	Description
Auto-retry	<p>This field is used to specify whether the AirBEAM Smart Client automatically retries if there is a failure during the synchronization process.</p> <p>If this feature is enabled, the AirBEAM Smart Client displays a popup dialog indicating the attempt of a retry. The popup dialog is displayed for the number of seconds specified in the <i>Retry Delay</i> field.</p> <p>The valid values for this field are:</p> <ul style="list-style-type: none"> -1: the AirBEAM Smart Client automatically retries indefinitely. 0: the AirBEAM Smart Client does not automatically retry. -0: the AirBEAM Smart Client automatically retries up to the number of times specified.
Retry Delay	This field specifies the amount of time, in seconds, that the AirBEAM Smart Client will delay before automatically retrying after a synchronization failure.
In-use Test	This checkbox specifies whether the AirBEAM Smart Client tests to determine if a file is in-use before downloading. If the <i>In-use Test</i> feature is enabled, the AirBEAM Smart Client downloads a temporary copy of any files that are in-use. If any temporary in-use files are downloaded the AirBEAM Smart Client automatically resets the client to complete the copy of the in-use files. If the <i>In-use Test</i> feature is disabled, the synchronization process fails (-813) if any download files are in-use.
Wait Welcome	This checkbox specifies whether the AirBEAM Smart Client waits for the WELCOME windows to be completed before automatically launching the synchronization process after a reset.

Table 8-5. Misc (2) Tab (Continued)

Field	Description
Close Apps	This checkbox specifies whether the AirBEAM Smart Client automatically attempts to close non-system applications prior to resetting the mobile unit. If enabled the AirBEAM Smart Client sends a WM_CLOSE message to all non-system applications before resetting the mobile unit. This feature offers applications the opportunity to prepare (i.e. close open files) for the pending reset.

Misc(3) Tab

This tab is used to configure various miscellaneous features.

**Table 8-6. Misc (3) Tab**

Field	Description
Use DHCP server	This checkbox control specifies whether the AirBEAM Smart Client uses the DHCP response option 66 to specify the <i>IP address</i> of the FTP/TFTP server. If enabled, special RF network registry settings are required to force the DHCP server to return the "TFTP server name" field (option 66). The special RF network registry settings are included, but commented out, in the radio network registry initialization files (essid_xxxx_yy.reg).
Use DHCP bootfile	This check box control specifies whether the AirBEAM Smart Client uses the DHCP response option 67 to specify the <i>Package</i> and <i>Package 1</i> parameters. If enabled, special RF network registry settings are required to force the DHCP server to return the "Bootfile name" field (option 67). The special RF network registry settings are included, but commented out, in the radio network registry initialization files (essid_xxxx_yy.reg).
Passive Mode	Use this checkbox to specify whether the Client uses passive mode FTP. This setting is ignored if TFTP protocol is used.

Synchronizing with the Server

When the synchronization process is initiated, the AirBEAM Smart Client attempts to open an FTP session using the AirBEAM Smart Client configuration. Once connected, the client processes the specified packages. Packages are loaded only if the server version of a given package is different from the version loaded on the client. Once the upload process is complete, the AirBEAM Smart Client closes the FTP session with the server.

The AirBEAM Smart Client can launch an FTP session with the server either manually, when initiated by the user, or automatically.

Manual Synchronization

1. Configure the AirBEAM Smart Client. See [Configuring the AirBEAM Smart Client on page 8-4](#).
2. From the main *AirBEAM CE* window, select *File - Synchronize*.
3. Once connected, the AirBEAM Synchronize window appears.
 - The Status List displays status messages that indicate the progress of the synchronization process.
 - Tap **OK** to return to the Main Menu. This button remains inactive until the synchronization process is complete.
 - Tap **Retry** to restart the synchronization process. This button is activated only if there is an error during the synchronization process.



Automatic Synchronization

The AirBEAM Smart Client can be configured to launch automatically using the Misc(1) Preference tab, see [Misc\(1\) Tab on page 8-5](#). When setting automatic synchronization, use the Auto-load drop-down list to specify how the AirBEAM Smart Client should be invoked automatically when the client device is rebooted. See [Misc\(1\) Tab on page 8-5](#) for instructions on enabling Auto Sync.

AirBEAM Smart Staging

The AirBEAM Smart staging support is intended to speed up and simplify the process of staging custom or updated operating software onto mobile devices directly from manufacturing. The staging support is part of the AirBEAM Smart CE Client that is integrated into the mobile computer.

The AirBEAM Smart support works by defaulting the AirBEAM Smart Client configuration to a known set of values and launching the AirBEAM Smart package download logic. A staging environment, including an RF network, FTP server and AirBEAM Smart packages must be setup. Ideally a staging network and server should be setup to match the default AirBEAM Staging client configuration.

The AirBEAM Smart staging utility is invoked by selecting the *Files* icon from the *Series 3000 Demo* screen, select *\\Platform\\AirBeam* and double tap on the *abstage.lnk* file.

The AirBEAM Staging support provides several benefits:

- Many devices can be simultaneously loaded over the RF network.
- The AirBEAM staging utility provides a simple single dialog user interface that is used to quickly start the software installation process.

9

Rapid Deployment Client

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Introduction

The Rapid Deployment (RD) Client facilitates software downloads to a mobile device from a Mobility Services Platform (MSP) Console FTP server. The MSP Console is a web-based interface to the wireless infrastructure monitoring and management tools provided by the MSP Lite or MSP Enterprise server.

When software packages are transferred to the FTP server, mobile devices on the wireless network can download the packages to the mobile device. The location of software packages are encoded in RD bar codes. When the mobile device scans a bar code(s), the software package(s) is downloaded from the FTP server to the mobile device. A single RD bar code can be scanned by multiple mobile devices.



Note

For detailed information about the MSP Console, MSP Lite/MSP Enterprise servers and creating RD bar codes, refer to the MSP Users Guide.

Rapid Deployment Window

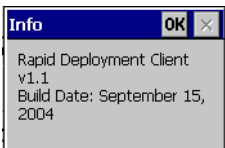
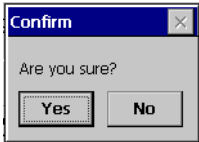
The *Rapid Deployment* window displays bar code scan status and provides features for resetting and exiting the application.

To access the *Rapid Deployment* window tap *Start - Programs - Rapid Deployment Client*. The *Rapid Deployment* window displays.



Figure 9-1. Rapid Deployment Window

Table 9-1. Rapid Deployment Window

Text Box/Button	Description
Please scan all of the bar codes...	<p>This text box displays the status of a scanned bar code.</p> <ul style="list-style-type: none"> - <i>Waiting</i> indicates the device is ready to scan a bar code. - <i>OK</i> indicates the device successfully scanned a bar code. (The Indicator LED bar on the mobile computer turns green and a beep sounds). <p>If there are no bar codes left to scan, the <i>Rapid Deployment Configuring</i> window displays, see Figure 9-3.</p>
Bar codes left to scan...	<p>This text box displays a list of any remaining bar codes to scan (1-D bar codes only). When all required bar codes are scanned successfully, the <i>Rapid Deployment Configuring</i> window displays, see Figure 9-3.</p>
About	<p>Tap About to display the <i>Rapid Deployment Client Info</i> window.</p> 
Reset	<p>Tap Reset to remove any previously scanned data.</p>
Exit	<p>Tap Exit to close the application. A confirmation window displays:</p>  <p>Tap Yes to exit or No to return to the <i>Rapid Deployment</i> window.</p> <p>Note: If the application is exited prior to scanning all required bar codes, any scanned data collected up to that point is lost.</p>

Scanning RD Bar Codes

When the mobile computer scans and successfully decodes a single or multiple RD bar codes, the data encoded in the bar code can:

- Reset the device connection profile. A connection profile is a set of Mobile Companion parameters that the device uses to access the wireless network.
- Initiate downloads of one or more software packages from an FTP server to the mobile device.



Currently, RD only recognizes AirBEAM software packages. See [Chapter 8, AirBEAM Smart](#) for more information.

To scan an RD bar code:

1. Obtain the appropriate RD bar code(s) from the MSP Administrator.
2. Tap *Start - Programs - Rapid Deployment Client* to launch the RD application. The *Rapid Deployment* window displays.

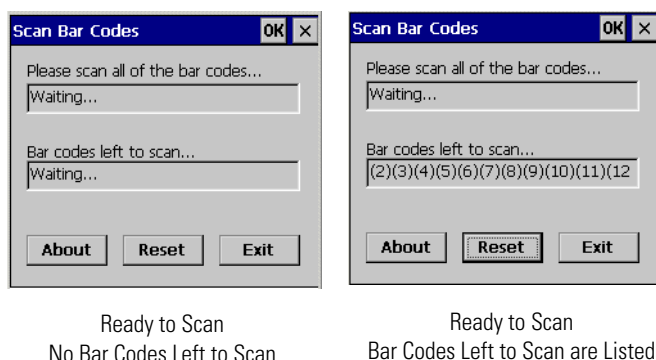


Figure 9-2. Rapid Deployment Window

3. Scan the appropriate bar code(s) to complete the configuration and/or download.
 - a. A PDF417 bar code (2-D bar code) can contain all download data in a single bar code. In this case, only one bar code may be required to scan.
 - b. Multi-part linear bar codes (1-D bar codes) can require scanning several bar codes. Bar codes can be scanned in any order. The text box under *Bar codes left to scan...* shows the remaining bar codes to scan (see [Figure 9-2, Bar codes left to scan](#)).
4. After all appropriate bar codes are scanned successfully, the mobile computer connects to the server and the *Rapid Deployment Configuring* window displays while network settings are configured.

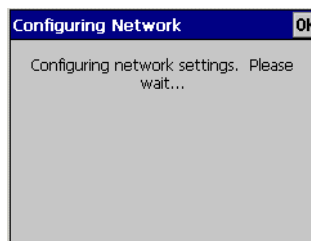


Figure 9-3. Rapid Deployment Window - Configuring



If the mobile computer cannot connect to the server, it continues to retry until the user cancels (exits) the application. If failure to connect to the server persists, see the MSP Administrator.

5. When configuration is complete:
 - a. The designated package(s) are downloaded from the FTP server.
 - b. A new WLAN profile is created on the mobile computer from the data encoded in the bar code(s) scanned. See [Wireless Zero Configuration on page 7-3](#) for more information about wireless profiles.

10

Maintenance & Troubleshooting

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Introduction

This chapter includes instructions on cleaning and storing the mobile computer, and provides troubleshooting solutions for potential problems during mobile computer operation.

Maintaining the Mobile Computer

For trouble-free service, observe the following tips when using the mobile computer:

- Do not scratch the screen of the mobile computer. When working with the mobile computer, use the supplied stylus or plastic-tipped pens intended for use with a touch-sensitive screen. Never use a pen or pencil or other sharp object on the surface of the mobile computer screen.
- Although the mobile computer is water and dust resistant, do not expose it to rain or moisture for an extended period of time. In general, treat the mobile computer as a pocket calculator or other small electronic instrument.
- The touch-sensitive screen of the mobile computer is glass. Do not drop the mobile computer or subject it to strong impact.
- Protect the mobile computer from temperature extremes. Do not leave it on the dashboard of a car on a hot day, and keep it away from heat sources.
- Do not store or use the mobile computer in any location that is extremely dusty, damp, or wet.
- Use a soft lens cloth to clean the mobile computer. If the surface of the mobile computer screen becomes soiled, clean it with a soft cloth moistened with a diluted window-cleaning solution.

Troubleshooting

Mobile Computer

Table 10-1. Troubleshooting the Mobile Computer

Problem	Cause	Solution
Mobile computer does not turn on.	Main battery not charged.	Charge or replace the main battery in the mobile computer.
	Main battery not installed properly.	Ensure the battery is installed properly. For more information see, Install Main Battery on page 1-7 .
	System crash.	Perform a warm boot. If the mobile computer still does not turn on, perform a cold boot. For more information see, Resetting the Mobile Computer on page 1-12 .
Battery did not charge.	Battery failed.	Replace battery. If the mobile computer still does not operate, try a warm boot, then a cold boot. For more information see, Resetting the Mobile Computer on page 1-12 .
	Mobile computer removed from cradle while battery was charging.	Insert mobile computer in cradle and begin charging. The Standard Battery requires up to four hours to recharge fully and the Extended Life Battery requires up to six hours to recharge fully.
	Extreme battery temperature.	Battery does not charge if ambient temperature is below 32°F (0°C) or above 104°F (40°C).
Cannot see characters on screen.	Mobile computer not powered on.	Press the Power button.
During data communication, no data was transmitted, or transmitted data was incomplete.	Mobile computer removed from cradle or unplugged from host computer during communication.	Replace the mobile computer in the cradle, or reattach the cable and re-transmit.
	Incorrect cable configuration.	See Chapter 2, Accessories for cable configurations.
	Communication software was incorrectly installed or configured.	Perform communication setup as described in Communication Setup on page 2-25 .
Mobile computer does not emit sound.	Volume setting is low or turned off.	Mobile computer may be a beeper only configuration or incorrect setting is programmed into device.
Mobile computer turns itself off.	Mobile computer is inactive.	The mobile computer turns off after a period of inactivity. This period can be set from one to five minutes, in one-minute intervals.
	Battery is depleted.	Recharge or replace the battery.
	Battery is not inserted properly.	Insert the battery properly. For more information see, Install Main Battery on page 1-7 .
Tapping the window buttons or icons does not activate the corresponding feature.	Touch screen not calibrated correctly.	Re-calibrate the screen. From the mobile computer, <i>Series 3000 Demo</i> window double-tap the <i>Ctl Panel</i> icon and double-tap on <i>Touch Calibrate</i> . Follow the screen prompts.
	The system crashed.	Warm boot the system. To perform a warm boot, see Resetting the Mobile Computer on page 1-12 .
A message appears stating that the mobile computer memory is full.	Too many files stored on the mobile computer.	Delete unused memos and records. If necessary, save these records on the host computer.
	Too many applications installed on the mobile computer.	Remove unused installed applications from the mobile computer to recover memory.

Table 10-1. Troubleshooting the Mobile Computer (Continued)

Problem	Cause	Solution
The mobile computer does not accept scan input.	Scanning application is not loaded.	Verify that the mobile computer is loaded with a scanning application.
	Unreadable bar code.	Ensure the symbol is not defaced.
	Distance between scan window and bar code is incorrect.	Ensure the mobile computer is within proper scanning range.
	Mobile computer is not programmed for the bar code type.	Ensure the mobile computer is programmed to accept the type of bar code scanned.
	Mobile computer is not programmed to generate a beep.	If a beep on a good decode is expected and a beep is not heard, check that the application is set to generate a beep on good decode.
	Battery is low.	Check the battery level. When the battery is low, the mobile computer automatically goes into suspend mode.

Single Slot Serial/USB Cradle

Table 10-2. Troubleshooting the Single Slot Serial/USB Cradle

Problem	Cause	Solution
Amber Charge LED Indicator does not light when mobile computer is inserted.	Cradle is not receiving power.	Ensure the power cable is connected securely to both the cradle and to AC power.
	Mobile computer is not correctly seated.	Remove and re-insert the mobile computer into the cradle, ensuring it is correctly seated.
Spare Battery Charging LED does not light when spare battery is inserted.	Spare battery is not correctly seated.	Remove and re-insert the spare battery into the charging slot, ensuring it is correctly seated.
Mobile computer battery is not charging.	Mobile computer was removed from cradle or cradle was unplugged from AC power too soon.	Ensure cradle is receiving power. Ensure the mobile computer is seated correctly. If the mobile computer battery is fully depleted, it can take up to four hours to fully recharge a Standard Battery and it can take up to six hours to fully recharge an Extended Life Battery.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
	The mobile computer is not fully seated in the cradle.	Remove and re-insert the mobile computer into the cradle, ensuring it is correctly seated.
Spare battery is not charging.	Battery not fully seated in charging slot.	Remove and re-insert the spare battery into the cradle, ensuring it is correctly seated.
	Battery inserted incorrectly.	Ensure the contacts are facing down and toward the back of the cradle.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
During data communication, no data was transmitted, or transmitted data was incomplete.	Mobile computer removed from cradle during communication.	Replace mobile computer in cradle and retransmit.
	Incorrect cable configuration.	See Chapter 2, Accessories for cable configurations.
	Communication software is not installed or configured properly.	Perform communication setup as described in Communication Setup on page 2-25 .

Four Slot Charge Only Cradle

Table 10-3. Troubleshooting the Four Slot Charge Only Cradle

Problem	Cause	Solution
Mobile computer amber Charge LED Indicator does not light when mobile computer inserted.	Cradle is not receiving power.	Ensure the power cable is connected securely to both the cradle and to AC power.
	Mobile computer is not correctly seated.	Remove and re-insert the mobile computer into the cradle, ensuring it is correctly seated.
Mobile computer battery is not charging.	Mobile computer was removed from cradle or cradle was unplugged from AC power too soon.	Ensure cradle is receiving power. Ensure mobile computer is seated correctly. If the mobile computer battery is fully depleted, it can take up to four hours to fully recharge a Standard Battery and it can take up to six hours to fully recharge an Extended Life Battery.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
	The mobile computer is not fully seated in the cradle.	Remove and re-insert the mobile computer into the cradle, ensuring it is correctly seated.

Four Slot Spare Battery Charger

Table 10-4. Troubleshooting the Four Slot Spare Battery Charger

Problem	Cause	Solution
Spare Battery Charging LED does not light when spare battery is inserted.	Spare battery is not correctly seated.	Remove and re-insert the spare battery into the charging slot, ensuring it is correctly seated.
Battery not charging.	Charger is not receiving power.	Ensure the power cable is connected securely to both the charger and to AC power.
	Battery is not correctly seated.	Remove and re-insert the battery into the charger, ensuring it is correctly seated.
	Battery was removed from charger or charger was unplugged from AC power too soon.	Ensure charger is receiving power. Ensure the battery is seated correctly. If a battery is fully depleted, it can take up to four hours to fully recharge a Standard Battery and it can take up to six hours to fully recharge an Extended Life Battery.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.

UBC Adapter

Table 10-5. Troubleshooting the UBC Adapter

Problem	Cause	Solution
Spare battery Charging LED does not light when spare battery is inserted.	Spare battery is not correctly seated.	Remove and re-insert the spare battery into the charging slot, ensuring it is correctly seated.
Battery not charging.	Charger is not receiving power.	Ensure the power cable is connected securely to both the charger and to AC power.
	Spare battery is not correctly seated.	Remove and re-insert the spare battery into the charger, ensuring it is correctly seated.
	Battery was removed from charger or charger was unplugged from AC power too soon.	Ensure charger is receiving power. Ensure the battery is seated correctly. If a battery is fully depleted, it can take up to four hours to fully recharge a Standard Battery and it can take up to six hours to fully recharge an Extended Life Battery.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.

Cables

Table 10-6. Troubleshooting the Cables

Problem	Cause	Solution
Mobile computer amber Charge LED Indicator does not light when mobile computer attached.	Cable is not receiving power.	Ensure the power cable is connected securely to both the cable and to AC power.
	Mobile computer is not seated correctly in the cable.	Remove and re-insert the mobile computer into the MC3000 connector, ensuring it is correctly seated.
Mobile computer battery is not charging.	Mobile computer was detached from cable or cable was unplugged from AC power too soon.	Ensure the cable is receiving power. Ensure mobile computer is seated correctly. If the mobile computer battery is fully depleted, it can take up to four hours to fully recharge a Standard Battery and it can take up to six hours to fully recharge an Extended Life Battery.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
	The mobile computer is not fully seated in the cable.	Remove and re-insert the mobile computer into the cable, ensuring it is correctly seated.
During data communication, no data was transmitted, or transmitted data was incomplete.	Cable removed from mobile computer during communication.	Reattach cable to mobile computer and retransmit.
	Incorrect cable configuration.	See Chapter 2, Accessories for cable configurations.
	Communication software is not installed or configured properly.	Perform communication setup as described in Communication Setup on page 2-25 .

Technical Specifications

Appendix Contents

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Mobile Computer Technical Specifications

The following table summarizes the mobile computer technical specifications and intended operating environment.

Table A-1. Mobile Computer Technical Specifications

Operating Temperature	Color 14° to 122°F (-10° to +50°C) Monochrome -4° to 122°F (-20° to +50°C)
Storage Temperature	-22° to 160°F (-30° to 70°C)
Battery Charging Temperature	32° to 104° F (0° to +40° C) ambient temperature
Humidity	5% to 95% non-condensing
Electrostatic Discharge (ESD)	+/-15 kV air discharge +/- 8 kV direct discharge +/- 8 kV indirect discharge
Drop to Concrete	4 feet (1.2 meters)
Sealing	IP54 category 2
Drop	Multiple 4-foot (1.2 m) drops to concrete across operating temperature
Tumble	500 one -half meter tumbles at room temperature (1000 drops)
Dimensions	MC3000-K: 7.43 in L x 3.18 in W x 1.76 in D (188.7 mm L x 80.8 mm W x 44.6 mm D) MC3000-R: 8.33 in L x 3.18 in W x 1.57 in D (211.6 mm L x 80.8 mm W x 39.9 mm D)
Weights	MC3000-R (with standard battery)* - 12.9 oz (366 g) MC3000-K (with extended battery)* - 14.6 oz (414 g) *For WLAN mobile computers add approximately 0.5 oz (14 g).
Display	Transflective color TFT-LCD, 65K colors, 324 x 324 Monochrome FSTN, 16 shades, 320 x 320
Touch Panel	Glass, analog resistive touch
Main Battery	Standard: Rechargeable Lithium-Polymer 2600 mAh minimum (3.7V) Extended Life: Rechargeable Lithium-Ion 4400 mAh minimum (3.7V)
Backup Battery	Ni-MH battery (rechargeable), 20mAh (3.6V) 3 cells
Operating Platform	Microsoft® Windows CE .NET 4.2 Professional Microsoft® Windows CE .NET 4.2 Core
Processor/Memory	Intel® XScale™ PXA 312MHz with 32MB RAM/64MB Flash or Intel® XScale™ PXA 520MHz with 64MB RAM/64MB Flash
Interface	RS232, 115.2 kbps max, and USB
WLAN	Symbol Spectrum 24, 802.11b, 802.11g
Keypad Options	28-Key, 38-Key and 48-Key

Table A-1. Mobile Computer Technical Specifications (Continued)

<p>Data Capture:</p> <p>1-D Decode Capability*</p> <p>Imaging Decode Capability*</p>	<p>Code 39, code 128, code 93, codabar, code 11, discrete 2 of 5, EAN-3, EAN-13, EAN-128, interleaved 2 of 5, UPCA, UPCE and UPC/EAN supplements.</p> <p>Code 39, code 128, code 93, codabar, code 11, discrete 2 of 5, EAN-3, EAN-13, EAN-128, interleaved 2 of 5, TLC39 (telecommunications), UPCA, UPCE, UPC/EAN supplements composite code (retail), coupon code (retail), macro PDF-417, (macro) micro PDF-417 (T&L), micro PDF-417 (telecommunications), MSI Plessey, PDF-417 (automotive), RSS expanded, RSS limited and RSS-14Maxi Code (UPS), Data matrix (electronics industry, US Planet (USPS), UK 4-state, Australian 4-state, Canadian 4-state, Japanese 4-state, Dutch Kix</p> <p>*Go to http://software.symbol.com/ for a list of the latest supported symbologies.</p>
SD cards	<p>The following Sandisk SD cards have been tested and qualified:</p> <p>SDSDB-64-201-80 (64 meg)</p> <p>SDSDB-128-201-80 (128 meg)</p> <p>SDSDB-512-201-80 (512 meg)</p>

Mobile Computer Pin-Outs

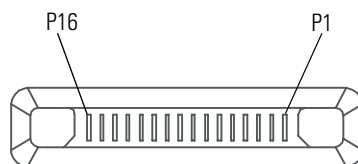


Figure A-1. MC3000 Connector

Table A-2. MC3000 Pin-Outs

PIN Number	Signal Name	Function
1	GND	Ground/Return
2	CRADLE_IN*	When grounded, the mobile computer detects it is in the cradle.
3	DCD	RS232 DCD (into mobile computer)
4	USB_N	USB negative
5	USB_P	USB positive
6	GND	Ground/Return
7	BOTG_VBUS2	USB power out
8	USB_P2_7_SCTR	USB ID
9	U1_TXD_RS232	RS232 TXD (out of mobile computer)
10	U1_RXD_RS232	RS232 RXD (into mobile computer)
11	U1_RTS_RS232	RS232 RTS (out of mobile computer)
12	U1_CTS_RS232	RS232 CTS (into mobile computer)
13	U1_DTR_RS232	RS232 DTR (out of mobile computer)
14	U1_DSR_RS232	RS232 DSR (into mobile computer)
15	VCC5_CAM	5V power to RS232 accessories
16	POWER_JACK_ACC	Power into mobile computer.

Laser Decode Ranges

The decode ranges provide the decode ranges for barcodes of specified densities. Figure A-3 shows the laser decode ranges and Table A-4 on page -7 lists the scan ranges for the selected bar code densities. The minimum element width (or “symbol density”) is the width in mils of the narrowest element (bar or space) in the symbol. The maximum usable length of a symbol at any given range is shown below.

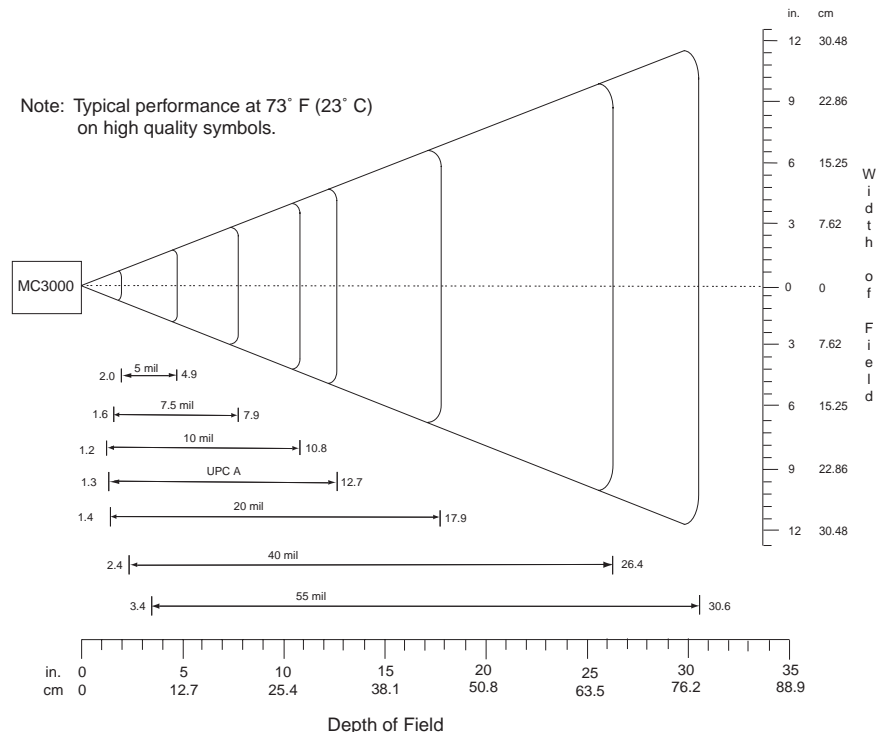


Figure A-3. MC3000 Laser Decode Ranges

Table A-4. MC3000-R Laser Decode Ranges

Symbol Density/ Bar Code Type/ W-N Ratio	Bar Code Content/ Contrast (Note 1)	Ranges	
		Near	Far
5.0 mil Code 39; 2.5:1	ABCDEFGH+ 80% MRD	2.0 in 5.08 cm	4.9 in 12.45 cm
7.5 mil Code 39; 2.5:1	ABCDEF 80% MRD	1.6 in 4.06 cm	7.9 in 20.07 cm
10 mil Code 39; 2.5:1	012345678905 80% MRD	1.2 in 3.05 cm	10.8 in 67.95cm
UPC A	123 80% MRD	1.3 in 3.30 cm (Note 2)	12.7 in 32.26 cm
20 mil Code 39; 2.2:1	123 25% MRD	1.4 in 3.56 cm (Note 2)	17.9 in 45.47 cm
40 mil Code 39; 2.2:1	AB 80% MRD	2.4 in 6.10 cm (Note 2)	26.4 in 67.06 cm
55 mil Code 39; 2.2:1	CD 80% MRD	3.4 in 8.64 cm (Note 2)	30.6 in 77.72 cm
Notes: 1. CONTRAST measured as Mean Reflective Difference (MRD) at 650 nm. 2. Near ranges on lower densities are largely dependent upon the width of the bar code and the scan angle. 3. Working range specifications: Photographic quality symbols, pitch = 10°, skew = 0°, roll = 0°, ambient light < 150 ft. candles, and temperature = 23 °C			

Imager Decode Ranges

The decode ranges provide the decode distances for barcodes of specified densities. Figure A-5 shows the imager decode ranges and Table A-6 on page -9 lists the scan ranges for the selected bar code densities. The minimum element width (or “symbol density”) is the width in mils of the narrowest element (bar or space) in the symbol. The maximum usable length of a symbol at any given range is shown below.

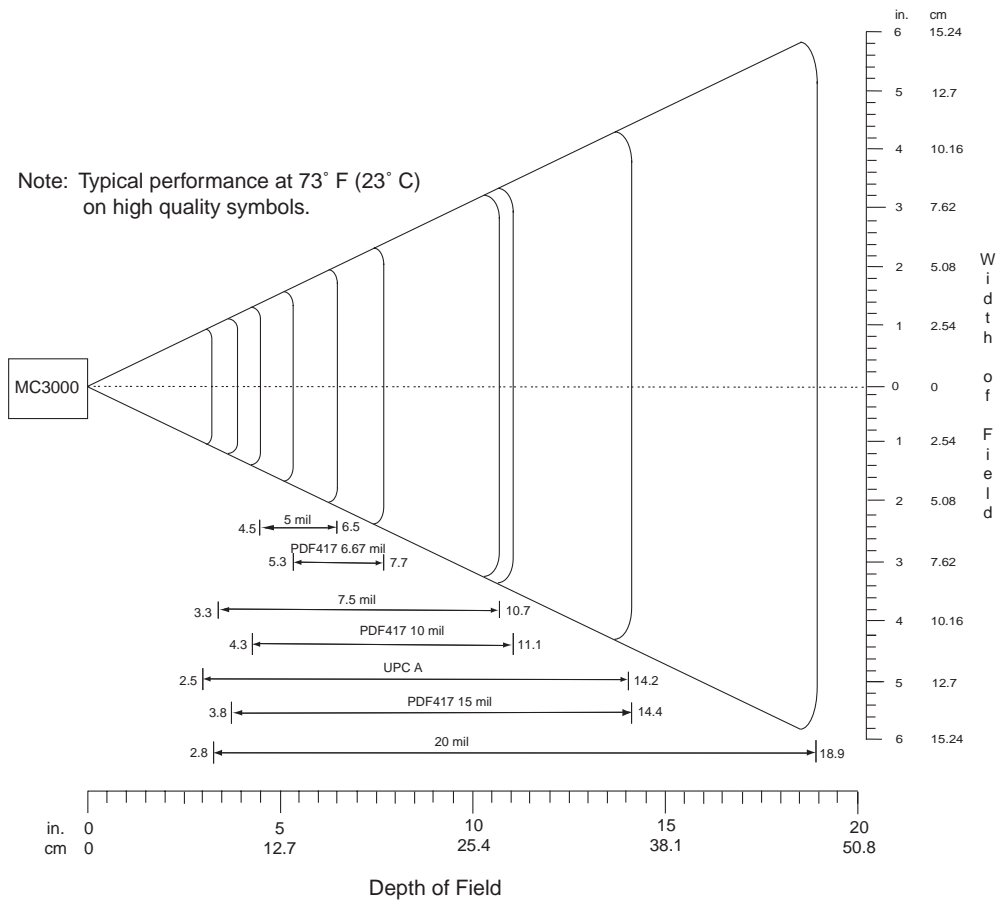


Figure A-5. MC3000 Imager Decode Ranges

Table A-6. MC3000-K Imager Decode Ranges

Symbol Density/ Bar Code Type/ W-N Ratio	Bar Code Content/ Contrast (Note 1)	Ranges	
		Near	Far
5.0 mil Code 39; 2.5:1	ABCDEFGH+ 80% MRD	4.5 in 11.43 cm	6.5 in 16.51cm
7.5 mil Code 39; 2.5:1	ABCDEF 80% MRD	3.3 in 8.38 cm	10.7 in 27.18 cm
UPC A	012345678905 80% MRD	2.5 in 6.35 cm	14.2 in 36.07cm
20 mil Code 39; 2.2:1	123 80% MRD	2.8 in 7.11 cm (Note 2)	18.9 in 48.01 cm
PDF417 6.67 mil Code 39; 2.2:1	123 25% MRD	5.3 in 13.46 cm (Note 2)	7.7 in 19.56 cm
PDF417 10 mil Code 39; 2.2:1	AB 80% MRD	4.3 in 10.92 cm (Note 2)	11.1 in 28.19 cm
PDF417 15 mil Code 39; 2.2:1	CD 80% MRD	3.8 in 9.65 cm (Note 2)	14.4 in 36.58 cm
Notes: 1. CONTRAST measured as Mean Reflective Difference (MRD) at 650 nm. 2. Near ranges on lower densities are largely dependent upon the width of the bar code and the scan angle. 3. Working range specifications: Photographic quality symbols, pitch = 10°, skew = 0°, roll = 0°, ambient light < 150 ft. candles, and temperature = 23 °C			

Glossary

802.11/802.11abg

Access Point

A radio protocol that may be used by the Symbol radio card.

Access Point (AP) refers to Symbol's Ethernet Access Point. It is a piece of communications equipment that manages communications between the host computer system and one or more wireless terminals. An AP connects to a wired Ethernet LAN and acts as a bridge between the Ethernet wired network and IEEE 802.11 interoperable radio-equipped mobile units, such as a mobile computer. The AP allows a mobile user to roam freely through a facility while maintaining a seamless connection to the wired network.

AirBEAM® Manager

AirBEAM® Manager is a comprehensive wireless network management system that provides essential functions that are required to configure, monitor, upgrade and troubleshoot the wireless network and its components (including networked mobile computers). Some features include event notification, access point configuration, diagnostics, statistical reports, auto-discovery, wireless proxy agents and monitoring of access points and mobile units.

AirBEAM® Smart Client

AirBEAM® Smart Client is part of Symbol's AirBEAM® suite, which also includes AirBEAM® Safe and AirBEAM® Manager. The AirBEAM® Smart Client system uses the network accessible host server to store software files that are to be downloaded to the mobile computers. The AirBEAM® Smart Client provides the mobile computers with the "smarts" to request software from the host. It allows them to request, download and install software, as well as to upload files and status data. The AirBEAM® Smart Client uses the industry standard FTP or TFTP file transfer protocols to check the host system for updates, and if necessary, to transfer updated software. Most often, AirBEAM® Smart Client is used with wireless networks, but any TCP/IP connection can be used. For more information, refer to the AirBEAM® Smart Windows® CE Client Product Reference Guide (p/n 72-63060-xx).

AP

See **Access Point**.

Aperture

The opening in an optical system defined by a lens or baffle that establishes the field of view.

ASCII

American Standard Code for Information Interchange. A 7 bit-plus-parity code representing 128 letters, numerals, punctuation marks and control characters. It is a standard data transmission code in the U.S.

Autodiscrimination

The ability of an interface controller to determine the code type of a scanned bar code. After this determination is made, the information content is decoded.

Bar

The dark element in a printed bar code symbol.

Bar Code

A pattern of variable-width bars and spaces which represents numeric or alphanumeric data in machine-readable form. The general format of a bar code symbol consists of a leading margin, start character, data or message character, check character (if any), stop character, and trailing margin. Within this framework, each recognizable symbology uses its own unique format. See **Symbology**.

Bar Code Density

The number of characters represented per unit of measurement (e.g., characters per inch).

Bar Height

The dimension of a bar measured perpendicular to the bar width.

Bar Width

Thickness of a bar measured from the edge closest to the symbol start character to the trailing edge of the same bar.

Bit

Binary digit. One bit is the basic unit of binary information. Generally, eight consecutive bits compose one byte of data. The pattern of 0 and 1 values within the byte determines its meaning.

Bits per Second (bps)

Bits transmitted or received.

Bit

Binary digit. One bit is the basic unit of binary information. Generally, eight consecutive bits compose one byte of data. The pattern of 0 and 1 values within the byte determines its meaning.

bps

See **Bits Per Second**.

Byte	On an addressable boundary, eight adjacent binary digits (0 and 1) combined in a pattern to represent a specific character or numeric value. Bits are numbered from the right, 0 through 7, with bit 0 the low-order bit. One byte in memory is used to store one ASCII character.
boot or boot-up	The process a computer goes through when it starts. During boot-up, the computer can run self-diagnostic tests and configure hardware and software.
CDRH	Center for Devices and Radiological Health. A federal agency responsible for regulating laser product safety. This agency specifies various laser operation classes based on power output during operation.
CDRH Class 1	This is the lowest power CDRH laser classification. This class is considered intrinsically safe, even if all laser output were directed into the eye's pupil. There are no special operating procedures for this class.
CDRH Class 2	No additional software mechanisms are needed to conform to this limit. Laser operation in this class poses no danger for unintentional direct human exposure.
Character	A pattern of bars and spaces which either directly represents data or indicates a control function, such as a number, letter, punctuation mark, or communications control contained in a message.
Character Set	Those characters available for encoding in a particular bar code symbology.
Check Digit	A digit used to verify a correct symbol decode. The scanner inserts the decoded data into an arithmetic formula and checks that the resulting number matches the encoded check digit. Check digits are required for UPC but are optional for other symbologies. Using check digits decreases the chance of substitution errors when a symbol is decoded.
Codabar	A discrete self-checking code with a character set consisting of digits 0 to 9 and six additional characters: (- \$: / , +).
Code 128	A high density symbology which allows the controller to encode all 128 ASCII characters without adding extra symbol elements.
Code 3 of 9 (Code 39)	A versatile and widely used alphanumeric bar code symbology with a set of 43 character types, including all uppercase letters, numerals from 0 to 9 and 7 special characters (- . / + % \$ and space). The code name is derived from the fact that 3 of 9 elements representing a character are wide, while the remaining 6 are narrow.
Code 93	An industrial symbology compatible with Code 39 but offering a full character ASCII set and a higher coding density than Code 39.
Code Length	Number of data characters in a bar code between the start and stop characters, not including those characters.
Cold Boot	A cold boot restarts the mobile computer and erases all user stored records and entries.

COM port	Communication port; ports are identified by number, e.g., COM1, COM2.
Continuous Code	A bar code or symbol in which all spaces within the symbol are parts of characters. There are no intercharacter gaps in a continuous code. The absence of gaps allows for greater information density.
Cradle	A cradle is used for charging the terminal battery and for communicating with a host computer, and provides a storage place for the terminal when not in use.
Dead Zone	An area within a scanner's field of view, in which specular reflection may prevent a successful decode.
Decode	To recognize a bar code symbology (e.g., UPC/EAN) and then analyze the content of the specific bar code scanned.
Decode Algorithm	A decoding scheme that converts pulse widths into data representation of the letters or numbers encoded within a bar code symbol.
Decryption	Decryption is the decoding and unscrambling of received encrypted data. Also see, Encryption and Key .
Depth of Field	The range between minimum and maximum distances at which a scanner can read a symbol with a certain minimum element width.
Discrete Code	A bar code or symbol in which the spaces between characters (intercharacter gaps) are not part of the code.
Discrete 2 of 5	A binary bar code symbology representing each character by a group of five bars, two of which are wide. The location of wide bars in the group determines which character is encoded; spaces are insignificant. Only numeric characters (0 to 9) and START/STOP characters may be encoded.
EAN	European Article Number. This European/International version of the UPC provides its own coding format and symbology standards. Element dimensions are specified metrically. EAN is used primarily in retail.
Element	Generic term for a bar or space.
Encoded Area	Total linear dimension occupied by all characters of a code pattern, including start/stop characters and data.
ESD	Electro-Static Discharge
ESN	Electronic Serial Number. The unique hardware number associated with a cellular device, which is transmitted to the system when the device communicates with the cellular system.
Ethernet	Ethernet communication port. Allows a wired interface to a radio network.
Flash Memory	Flash memory is nonvolatile, semi-permanent storage that can be electronically erased in the circuit and reprogrammed. Series 3000 mobile computers use Flash memory to store the operating system (ROM-DOS), the terminal emulators, and the Citrix ICA Client for DOS.
FTP	See File Transfer Protocol .

Flash Memory

Flash memory is responsible for storing the system firmware and is non-volatile. If the system power is interrupted the data is not be lost.

Gateway Address

An IP address for a network gateway or router. A mobile computer may be part of a subnet as specified by its IP address and Netmask. It can send packets directly to any node on the same subnet. If the destination node is on a different subnet, then the terminal sends the packet to the gateway first. The gateway determines how to route the packet to the destination subnet. This field is an option used by networks that require gateways.

Hard Reset

See **Cold Boot**.

Hz

Hertz; A unit of frequency equal to one cycle per second.

Host Computer

A computer that serves other terminals in a network, providing such services as computation, database access, supervisory programs and network control.

IDE

Intelligent drive electronics. Refers to the solid-state hard drive type.

IEC

International Electrotechnical Commission. This international agency regulates laser safety by specifying various laser operation classes based on power output during operation.

IEC (825) Class 1

This is the lowest power IEC laser classification. Conformity is ensured through a software restriction of 120 seconds of laser operation within any 1000 second window and an automatic laser shutdown if the scanner's oscillating mirror fails.

Interleaved 2 of 5

A binary bar code symbology representing character pairs in groups of five bars and five interleaved spaces. Interleaving provides for greater information density. The location of wide elements (bar/spaces) within each group determines which characters are encoded. This continuous code type uses no intercharacter spaces. Only numeric (0 to 9) and START/STOP characters may be encoded.

imaging scanning

Mobile computers with an integrated imager use digital camera technology to take a digital picture of a bar code, store the resulting image in memory and execute state-of-the-art software decoding algorithms to extract the data from the image.

Intercharacter Gap

The space between two adjacent bar code characters in a discrete code.

Interleaved Bar Code

A bar code in which characters are paired together, using bars to represent the first character and the intervening spaces to represent the second.

Interleaved 2 of 5

A binary bar code symbology representing character pairs in groups of five bars and five interleaved spaces. Interleaving provides for greater information density. The location of wide elements (bar/spaces) within each group determines which characters are encoded. This continuous code type uses no intercharacter spaces. Only numeric (0 to 9) and START/STOP characters may be encoded.

Internet Protocol Address

See **IP**.

IP

Internet Protocol. The IP part of the TCP/IP communications protocol. IP implements the network layer (layer 3) of the protocol, which contains a network address and is used to route a message to a different network or subnetwork. IP accepts "packets" from the layer 4 transport protocol (TCP or UDP), adds its own header to it and delivers a "datagram" to the layer 2 data link protocol. It may also break the packet into fragments to support the maximum transmission unit (MTU) of the network.

IP Address

(Internet Protocol address) The address of a computer attached to an IP network. Every client and server station must have a unique IP address. A 32-bit address used by a computer on a IP network. Client workstations have either a permanent address or one that is dynamically assigned to them each session. IP addresses are written as four sets of numbers separated by periods; for example, 204.171.64.2.

LAN

Local area network. A radio network that supports data communication within a local area, such as within a warehouse or building.

laser scanner

A type of bar code reader that uses a beam of laser light.

LASER

Light Amplification by Stimulated Emission of Radiation. The laser is an intense light source. Light from a laser is all the same frequency, unlike the output of an incandescent bulb. Laser light is typically coherent and has a high energy density.

Laser Diode

A gallium-arsenide semiconductor type of laser connected to a power source to generate a laser beam. This laser type is a compact source of coherent light.

LED Indicator

A semiconductor diode (LED - Light Emitting Diode) used as an indicator, often in digital displays. The semiconductor uses applied voltage to produce light of a certain frequency determined by the semiconductor's particular chemical composition.

Light Emitting Diode

See **LED**.

MC

Mobile Computer.

MIL

1 mil = 1 thousandth of an inch.

MIN

Mobile Identification Number. The unique account number associated with a cellular device. It is broadcast by the cellular device when accessing the cellular system.

Misread (Misdecode)

A condition which occurs when the data output of a reader or interface controller does not agree with the data encoded within a bar code symbol.

Mobile Computer	In this text, <i>mobile computer</i> refers to the Symbol Series 3000 wireless portable computer . It can be set up to run as a stand-alone device, or it can be set up to communicate with a network, using wireless radio technology.
Nominal	The exact (or ideal) intended value for a specified parameter. Tolerances are specified as positive and negative deviations from this value.
Nominal Size	Standard size for a bar code symbol. Most UPC/EAN codes are used over a range of magnifications (e.g., from 0.80 to 2.00 of nominal).
NVM	Non-Volatile Memory.
Parameter	A variable that can have different values assigned to it.
PDT	Portable Data Terminal.
Percent Decode	The average probability that a single scan of a bar code would result in a successful decode. In a well-designed bar code scanning system, that probability should approach near 100%.
Quiet Zone	A clear space, containing no dark marks, which precedes the start character of a bar code symbol and follows the stop character.
RAM	Random Access Memory. Data in RAM can be accessed in random order, and quickly written and read.
Reflectance	Amount of light returned from an illuminated surface.
Resolution	The narrowest element dimension which is distinguished by a particular reading device or printed with a particular device or method.
RF	Radio Frequency.
ROM	Read-Only Memory. Data stored in ROM cannot be changed or removed.
ROM-DOS	The name of the licensed Disk Operating System loaded into the terminal's flash file system.
Router	A device that connects networks and supports the required protocols for packet filtering. Routers are typically used to extend the range of cabling and to organize the topology of a network into subnets. See Subnet .
RS232	An Electronic Industries Association (EIA) standard that defines the connector, connector pins, and signals used to transfer data serially from one device to another.
Scan Area	Area intended to contain a symbol.
Scanner	An electronic device used to scan bar code symbols and produce a digitized pattern that corresponds to the bars and spaces of the symbol. Its three main components are: <ol style="list-style-type: none"> 1. Light source (laser or photoelectric cell) - illuminates a bar code. 2. Photodetector - registers the difference in reflected light (more light reflected from spaces). 3. Signal conditioning circuit - transforms optical detector output into a digitized bar pattern.

Scanning Mode	The scanner is energized, programmed and ready to read a bar code.
Scanning Sequence	A method of programming or configuring parameters for a bar code reading system by scanning bar code menus.
SDK	Software Development Kit
Self-Checking Code	A symbology that uses a checking algorithm to detect encoding errors within the characters of a bar code symbol.
Shared Key	Shared Key authentication is an algorithm where both the AP and the MU share an authentication key.
SID	System Identification code. An identifier issued by the FCC for each market. It is also broadcast by the cellular carriers to allow cellular devices to distinguish between the home and roaming service.
SMDK	Symbol Mobility Developer's Kit.
Soft Reset	See Warm Boot .
Space	The lighter element of a bar code formed by the background between bars.
Specular Reflection	The mirror-like direct reflection of light from a surface, which can cause difficulty decoding a bar code.
Spring Radio Protocol	A radio protocol that may be used by the Symbol radio card. Symbol Radio cards that use the Spring protocol also have a Net ID.
Start/Stop Character	A pattern of bars and spaces that provides the scanner with start and stop reading instructions and scanning direction. The start and stop characters are normally to the left and right margins of a horizontal code.
STEP	Symbol Terminal Enabler Program.
Subnet	A subset of nodes on a network that are serviced by the same router. See Router .
Subnet Mask	A 32-bit number used to separate the network and host sections of an IP address. A custom subnet mask subdivides an IP network into smaller subsections. The mask is a binary pattern that is matched up with the IP address to turn part of the host ID address field into a field for subnets. Default is often 255.255.255.0.
Substrate	A foundation material on which a substance or image is placed.
SVTP	Symbol Virtual Terminal Program.
Symbol	A scannable unit that encodes data within the conventions of a certain symbology, usually including start/stop characters, quiet zones, data characters and check characters.
Symbol Aspect Ratio	The ratio of symbol height to symbol width.
Symbol Height	The distance between the outside edges of the quiet zones of the first row and the last row.

Symbol Length	Length of symbol measured from the beginning of the quiet zone (margin) adjacent to the start character to the end of the quiet zone (margin) adjacent to a stop character.
Symbology	The structural rules and conventions for representing data within a particular bar code type (e.g. UPC/EAN, Code 39, PDF417, etc.).
Tolerance	Allowable deviation from the nominal bar or space width.
UPC	Universal Product Code. A relatively complex numeric symbology. Each character consists of two bars and two spaces, each of which is any of four widths. The standard symbology for retail food packages in the United States.
Visible Laser Diode (VLD)	A solid state device which produces visible laser light.
WAN	Wide-Area Network. A radio network that supports data communication beyond a local area. That is, information can be sent across a city, state, or even nationwide.
Warm Boot	A warm boot restarts the mobile computer by closing all running programs. All data that is not saved to flash memory is lost.
Wireless Local Area Network (WLAN)	See LAN .
Wireless Wide Area Network (WWAN)	See WAN .
WNMP	(Wireless Network Management Protocol) This is Symbol's proprietary MAC layer protocol used for inter access point communication and other MAC layer communication.

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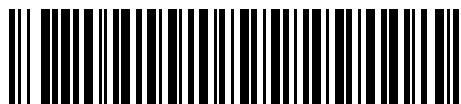
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