



## **UTS eXpress Plus Help**



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## Emulation

### UTS eXpress Plus Screen

The **UTS eXpress Plus** window contains all the necessary Windows controls to manage a host connection. Controls are available to control the size of the font displayed and the spacing between lines. There are also controls to perform print functions, recall previously entered input, execute user-developed scripts, etc.

When multiple screens are open, you may use the **Esc** key to switch between non-minimized screens. Likewise, the **Next Screen** selection from the **Window** menu will switch between non-minimized screens.

The following is an explanation of each menu selection or control. When shortcut keys are available, the key combination (e.g., **Ctrl+L**) is shown to the right of the menu selection.

### File menu

The **File** menu contains controls to configure the appearance and behavior of UTS eXpress Plus and to manage the print environment of UTS eXpress Plus.

#### **Print Screen (All) Ctrl+P**

Use this selection to print an exact image of the entire screen.

#### **Print Screen (UTS) Ctrl+U**

Use this selection to produce the traditional UTS "Print Screen" operation. The selection prints all the text from the previous SOE to the current cursor position.

#### **Close Print Ctrl+L**

Use this selection to end the print operation. This selection only appears on the menu as a result of issuing a **Print Screen** command.

#### **Printer Assignment...**

Use this selection to assign up to three printers for the screen.

#### **Print Window Image**

Use this selection to print the entire window including the screen and the Windows controls surrounding the screen.

#### **Capture Screen Alt+Shift+Backspace**

Use this selection to capture the currently selected screen.

#### **Print Captured Screens**

Use this selection to print any captured screens.

#### **Save Captured Screens**

Use this selection to save any captured screens to a text file.

#### **Clear Captured Screens**

Use this selection to clear the captured screen stack.

#### **Send To...**

Use this button to send a copy of the screen through your mail system.

### Diagnostics

#### **Trace to Window**

Use this selection to initiate the UTS eXpress Plus trace facility. All communications between UTS eXpress Plus and the host will be displayed in a separate window.

Note: A right mouse click in the trace window will reveal a menu containing three selections that control the trace window: **Stay on Top**, **Copy to Clipboard** and **Clear**. **Stay on Top** controls whether the trace window remains on top (the default) of the emulator window during the trace, or remains in the background. **Copy to Clipboard** may be used to copy the contents of the trace window to the Windows clipboard for subsequent pasting into another Windows application (e.g., Notepad, WordPad, etc.). **Clear** may be used to clear the contents of the trace window.

#### **Trace to File**

Use this selection to initiate the UTS eXpress Plus trace facility. This selection is the same as Trace to Window except that the trace information will be written to a user-named file.

**Trace to Both Window and File**

Use this selection to initiate the UTS eXpress Plus trace facility. This selection is a combination of the two above.

**Clear Trace Window**

Use this selection to clear the trace window and/or file without terminating the trace. This selection appears after a trace has been initiated.

**Close Trace**

Use this selection to close the trace window and/or file and terminate the trace.

**FCC Map**

Use this selection to display an FCC Map. Use only at the request of KMSYS Worldwide, Inc., support personnel.

**Control Page**

Use this selection to display the contents of the UTS Control Page in the trace window and/or file.

Note: The last four selections only become visible once the trace has been started.

**Customize**

Use this selection to customize the appearance and functionality of this screen. Note: All of these settings may also be changed from the configuration program.

**Custom Keyboard Layout**

Use this selection to modify a keyboard configuration. The initial configuration shown will be for the keyboard assigned to this screen.

**Select Keyboard Layout**

Use this selection to assign a preconfigured keyboard to this screen.

**Custom Tool Bar Designer**

Use this selection to modify a tool bar configuration. The initial configuration shown will be for a tool bar with one unassigned button. A default tool bar is available from the File menu of the Custom Tool Bar Designer window.

**Select Custom Tool Bar**

Use this selection to assign a preconfigured tool bar to this screen.

**Screen Appearance**

Use this selection to modify a screen appearance scheme. The initial configuration shown will be for the scheme assigned to this screen.

**Select Screen Appearance**

Use this selection to assign a preconfigured screen appearance to this screen.

**Close**

Use this selection to break the host connection and terminate this UTS eXpress Plus window.

**Edit menu**

The **Edit** menu contains controls to manage selected text between the screen and the Windows clipboard.

**Copy Ctrl+C**

Use this selection to copy selected data onto the clipboard. This command is unavailable if there is no data currently selected. Note: Copying data to the clipboard replaces the contents previously stored there.

Data may be selected by placing the mouse cursor at some point on the screen, and holding down the left mouse button, drag the mouse cursor to any other location on the screen. Upon releasing the left mouse button, the data will be selected.

An alternate form of selection is with standard, keyboard key sequences. With the mouse or arrow keys, place the screen text cursor at some point on the screen and use any of the following key sequences to highlight the data being selected:

**Shift+Home** selects everything from the cursor position through column one of the same row.

**Shift+End** selects everything from the cursor position through the last column of the same row.

**Shift+Right Arrow** extends/contracts the selection to the right.

**Shift+Down Arrow** extends/contracts the selection down the screen.

**Shift+Left Arrow** extends/contracts the selection to the left.

**Shift+UP Arrow** extends/contracts the selection up the screen.

#### **Cut Ctrl+X**

Use this selection to remove the currently selected data from the document and put it on the clipboard. This command is unavailable if there is no data currently selected.

Cutting data to the clipboard replaces the contents previously stored there.

#### **Paste Ctrl+V**

Use this selection to insert a copy of the clipboard contents at the insertion point. This command is unavailable if the clipboard is empty.

Note: Use a right mouse click, anywhere on the screen, to reveal a **Copy/Cut/Paste** popup menu.

#### **Input Recall Ctrl+Up**

Use this selection to initiate the Input Recall window. This selection allows previous lines transmitted to the host to be recalled and retransmitted.

#### **Block Selection**

##### **Rectangle Block Selection**

Set this option (the default) when you want the mouse drag-and-drop action to select a rectangular block of screen positions. This option is useful when cutting and pasting to line number oriented editors such as over existing lines in a full screen editor (e.g., Q/Editor Plus, IPF, etc.).

##### **Linear Block Selection**

Set this option when you want the mouse drag-and-drop action to select linear group of lines. This option is useful when cutting and pasting between the screen and non-line number oriented processors (Word, WordPad, NotePad, etc.).

#### **Edit Control Page**

Use this selection to edit the UTS Control Page.

#### **Change Route Settings**

Use this selection to change dynamically route settings configured for the currently selected screen. Any setting may be changed except the route name, number of rows and columns. This function is most useful when there is a need to switch to alternate TIP systems without having to configure separate routes in order to supply unique Station Name requirements. Any changes made through this function are only in effect while the screen remains open. Upon reopening the screen, the route settings originally associated with the screen, through the UTS eXpress Plus configuration function, will be used.

#### **View menu**

The **View** menu contains controls that adjust the appearance and functional state of UTS eXpress Plus.

##### **Show Tool Bar**

Use this selection to toggle the display of a UTS eXpress Plus tool bar.

##### **Custom Tool Bar Position**

Use this option to place the tool bar at the top or bottom of the window.

##### **Tool Bar at Top**

Make this selection to place the tool bar immediately above the screen area. Note: Show Custom Tool Bar must be checked for this option to work.

##### **Tool Bar at Bottom**

Make this selection to place the tool bar immediately below the screen area. Note: Show Custom Tool Bar must be checked for this option to work.

##### **Show Keyboard Help Window... Alt+K**

Use this selection to display the Keyboard Help window.

**Show Inactive Page**

Use this control to toggle the inactive screen page display. When checked along with the screen-paging feature enabled, the last screen page will be shown in an inactive screen page window located in the lower half of the screen window. This feature allows you to view the results of a transaction or program in an inactive, read-only, pane of the window while executing another transaction in the active portion of the window. The inactive pane is always shown in black on white.

If there is more than one active screen page configured, clicking the gray separator bar causes the inactive screen page display to scroll to the next inactive screen page (notice that the current active page is never shown in the inactive pane).

When using this option, the screen window may have to be resized manually to accommodate the dual screen display.

Note: The inactive page will not appear until the user does the first Page Down or Page Up.

**WARNING:** The host is completely unaware of the paging feature. Applications, especially DPS, often check the screen input for exact text — meaning the application expects specific text to appear at specific locations on specific screens. Use of the Page Down and Page Up keys with this feature can leave the screen in a state not expected by the application.

**Show Mouse Tracking**

Use this selection to toggle between displaying the mouse pointer's row and column and the text cursor's row and column. The display appears on the left side of the status bar at the bottom of the screen. This feature allows the user to determine row and column coordinates of protected fields, which can be handy for scriptwriters.

**Show Reference Grid**

Use this selection to toggle the display of a reference grid over the screen. The grid is useful when developing scripts. The reference grid makes it easy to find column/row coordinates while a script dialog is displayed. You cannot use mouse tracking once a script dialog is up, but you can see and count lines and columns on the reference grid.

**Show Control Characters**

Use this selection to toggle the display of control characters (Tab, Form-Feed, Line-Feed, etc.). Checking the **Mapper Look** box on the **Terminal Settings** tab (see UTS eXpress Plus Configuration) disables the display of control codes (even though the control character display is enabled). The only exceptions are the Tab and MAPPER Tab characters.

**Scripts menu**

The **Scripts** menu contains user-developed scripts and one entry to link a previously developed sign-on script to the screen.

**User-defined Script Name**

Use the **Script Manager** selection (see, below) to develop and maintain Enable Scripts and the **Scripts** menu.

**Select Sign-On Script**

Use this selection to initiate the **Select Sign-On Script for Screen** window and link a previously developed script to the currently selected screen. The next time the screen is opened, the linked script will be automatically executed.

**Select Run-Script Menu**

Use this selection to assign a menu to this screen. Use the Script Manager selection to design and maintain scripts and script menus.

**Script Manager**

Use this selection to open the Script Manager dialog. Use the Script Manager to create and maintain scripts and script menus.

**Start Script Recorder**

Use this selection to start recording activities in the currently selected screen. Note: Once the recorder starts, this selection changes to **End Script Recorder**.

**FCCs menu**

The **FCCs** menu contains selections for manually generating, locating, clearing and enabling Field Control Characters (FCCs) on the screen.

**FCC Locate Ctrl+Alt+F**

Use this selection to locate the next FCC position on the screen.

**FCC Generate Ctrl+Alt+G**

Use this selection to generate a new FCC at the current, text cursor position. This selection may also be used to examine or change an existing FCC (use after the **FCC Locate** command, below).

**FCC Clear Ctrl+Alt+C**

Use this selection to clear the FCC at the current, text cursor position.

**FCC Enable Ctrl+Alt+E**

Use this selection to enable FCC emulation once FCCs have been manually placed (generated) on the screen.

**Window menu**

The **Window** menu contains a selection controlling the UTS eXpress Plus window size in relationship to the font size.

**Resize Screen to Font**

Use this selection to resize the UTS eXpress Plus window to conform to the selected font size.

**Hide Control Panel/Show Control Panel**

This toggle hides or displays the UTS eXpress Plus Control Panel. Note: If all screens are closed while the Control Panel is hidden, the Control Panel will be automatically displayed. This menu item is disabled if the NCP (No Control Panel) command line parameter is used.

**Next Screen Esc**

Use this selection to switch between non-minimized screens.

**Previous Screen Shift+Esc**

Use this selection to switch to the previous non-minimized window.

**Help menu**

The **Help** menu contains selections that provide complete on-line help and UTS keyboard assistance.

**Contents**

Use this selection to run Windows Help for UTS eXpress Plus and display the **Contents** topic. All on-line help may be reached from this topic.

**This Window**

Use this selection to run Windows Help for UTS eXpress Plus and display this topic.

**About**

Use this selection to display version and copyright about UTS eXpress Plus.

**Input Recall window**

UTS eXpress Plus saves single-line messages sent to the host system when you press the transmit key. A maximum of 200 of the most recent messages is saved. You can display a list of these messages from the **Edit, Input Recall** menu selection, or by pressing the **Input Recall** key (**Ctrl+Up Arrow**).

**Paste**

When this list is displayed in the **Input Recall** window, you can view the entries and optionally select an entry to be "pasted" onto the current screen when the **Paste** button is pressed.

**Transmit**

The **Transmit** button performs the same operation as the **Paste** button, but also ends by transmitting to the host (double clicking on the entry also performs the paste-and-transmit operation).

**Remove All**

Use this selection to empty the recall list.

**Close**

Use this button to close the **Input Recall** window.

**UTS eXpress Plus Keyboard Definition window**

This window displays all the standard UTS keys and their corresponding keyboard keystrokes. Any UTS key may be issued by double-clicking the left mouse button over the UTS key name. Additionally, the window may remain open as a visual reference when entering UTS key sequences from the keyboard.

**Stay on Top**

Check this box to force the window to remain visible while working on an emulator screen.

**Keep Active on Show**

Check this box to keep focus on the **UTS eXpress Plus Keyboard Definition** window when the window first comes up. When not checked, focus will immediately return to the main emulator window.

**Close**

Use this button to close the UTS eXpress Plus Keyboard Definition window.

**Send To ...**

Use this dialog to select the Send option desired.

**Send Contents of Screen as Text**

Set this option to capture the contents of the screen as text. When the **OK** button is pressed, the text will appear in the message portion of the compose dialog displayed by your mail system.

**Send Screen Window as JPEG Attachment**

Set this option to capture the contents of the screen as a JPEG image. When the **OK** button is pressed, the image will be inserted as an attachment to your mail message.

**UTS Control Page**

This dialog may be used to edit the UTS Control Page and for performing control page file transfers.

Note: Only the controls that may be set from the PC are enabled (see below):

**XMIT**

UTS emulation provides three modes of transferring data from the terminal screen to the host processor: **VAR (Variable)**, **ALL**, and **CHAN (Changed)**. The current transmission mode is set in the XMIT() field in the terminal control page. Most host programs expect the terminal to be operated in the VAR transmit mode.

**Send**

Set this option to upload a PC file to the host. Upon pressing the **OK** button, the send action will begin.

**Drive**

In this text box, enter the drive containing the file to be uploaded.

**File**

In this text box, enter the PC file name to be sent to the host.

**Extension**

In this text box, enter the PC file extension.

**Options**

In this text box, enter the send options. Valid options are:

- B TCS block format (used by MAPPER file transfer run, QSQTFR).
- C Clear screen before creating send data block.
- L Limit send data block to 23 lines.
- M Menu-fill mode using tabs to position cursor.
- P Paint send data screen beginning at cursor location.
- R Transmit carriage-returns in data stream to host.
- S Send data in "stream mode".
- Tx Tab codes are replaced with the value of "x". The value of "x" must be a non-numeric character.
- Tn Tab codes are expanded to "n"-wide column boundaries. The value of "n" must be a numeric digit.
- X Binary (hexadecimal) file transfer format.

**Sep Chr (Hex)**

Used to separate images, for example, enter "0A" for a Line Feed.

**Prompt (Hex)**

Normally UTS SOE, enter "1E" (ASCII code for SOE).

**Blk. Size**

Sets maximum data block size sent to host, may not exceed the screen character size (rows \* columns).

**Example:**

Bring up the control page, enter the following, and press the **OK** button:

```
C      SENDFILE      TXT      1E      80
```

On the host, use:

```
▶@elt,il pf.sendtest
▶ELT  8R2I (940207 1418:00) 1998 May 28 Thu 1546:02
▶
```

**Recv**

Set this option to download a host file to the PC. Upon pressing the **OK** button, the receive action will begin.

**Drive**

In this text box, enter the drive to receive the downloaded file.

**File**

In this text box, enter the PC file name to receive the host file.

**Extension**

In this text box, enter the PC file extension.

**Options**

In this text box, enter the receive options. Valid options are:

- A Acknowledge host after each block.
- B Remove trailing blanks from received images.
- C Exclude final cursor position from captured received data.
- D Delete EOF sentinel from received data.
- E Transfer data from SOE to end of screen to output file.
- F Preserve form feed characters in the received data.
- I Insert a "new line" sequence after each received screen of data.
- N Do not write null (empty) records to the output file.
- P Suppress transfer to printer.
- R Write raw receive data to file (supports DEMAND @@BLCK use).
- Tx Tab codes are replaced with the value of "x". The value of "x" must be a non-numeric character.
- Tn Replace multiple spaces with tab codes at column "n" boundaries. The value of "n" must be a numeric digit.
- W Delete EOF sentinel from received data (just like "D").
- X Binary (hexadecimal) file transfer mode.
- Y Inhibit national language, special character translations.

**Sep Chr (Hex)**

Used to separate images, for example, enter "0A" for a Line Feed.

**EOF**

0-16-character string signaling the end of the data transfer (**not** case sensitive), also see the D/W options.

**Example:**

On the host, edit the file

```
▶@ed,r mydatafile.
▶READ-ONLY MODE
▶ED 16R1E THU-05/28/98-13:40:31-(0,)
▶EDIT
▶0:▶
```

Bring up the control page, enter the following, and press the **OK** button:.

```
C      RECVFILE      TXT      SWI      0A      EOF
```

On the host, enter:

```
▶0:▶p!
```

**Send Path**

In this text box, enter the path (no drive or file name) to the send file. Entering a path here overrides the file transfer defaults set in the UTS eXpress Plus configuration.

**Recv. Path**

In this text box, enter the path (no drive or file name) to the receive file. Entering a path here overrides the file transfer defaults set in the UTS eXpress Plus configuration.

**OK**

Click this button to accept any changes made in this window and close the window.



**Cancel**

Click this button to discard any changes made and close the window.

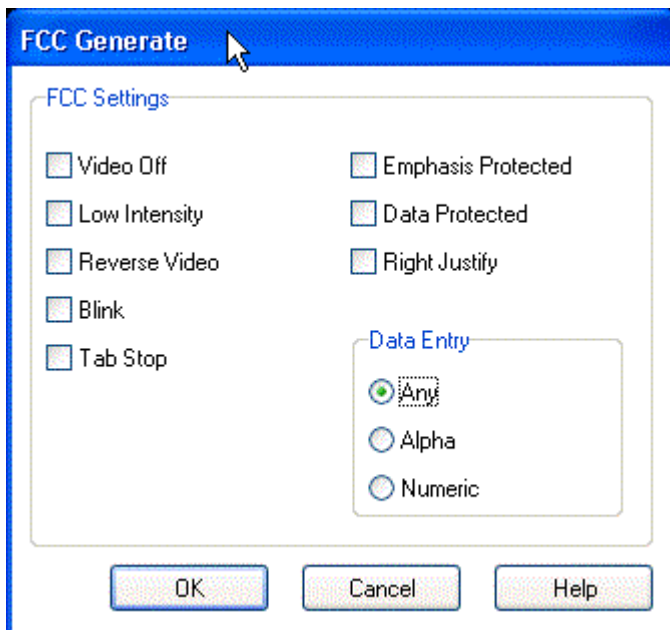
**Help**

Receive on help for this window.

**FCC Generate**

Field Control Characters (FCCs) are defined by Unisys and are used to control the function and appearance of areas of the UTS format screen displayed by UTS eXpress Plus. You can use the **FCC Generate** window to examine (and possibly create or change) the characteristics associated with a field on the current UTS screen. You should probably **not** modify the FCC characteristics set by your application unless you are responsible for programming that application. Modifying the FCC characteristics of a UTS screen field could cause your application to malfunction.

The **FCC Generate** window displays the characteristics of the current (cursor position) FCC field by setting the appropriate option. For example, a hidden field will have the **Video Off** box checked. Both the compatible and expanded (newer) representation of the UTS FCC is displayed. See the Unisys manual, "Uniscopes Protocol Reference", UP-10683 (current revision) for a complete definition of these parameters. In addition, your application (e.g., DPS) programming reference will typically provide information on the proper use of FCC field characteristics.

**FCC Settings**

The FCC Settings affect the character at the current, text cursor position and all characters up to the next FCC.

**Video Off**

This option is set if characters have no intensity. The cursor moves but characters do not appear on the screen. If this box is checked, the **Low Intensity**, **Reverse Video** and **Blink** options are disabled.

**Low Intensity**

This option is set if characters are to appear in half the intensity of normal characters.

**Reverse Video**

This option is set if the background and foreground are reversed. The foreground color (if any) becomes the background color and visa versa.

**Blink**

This option is set if the characters are to blink.

**Tab Stop**

This option is set if the character is a tab stop position.

**Emphasis Protect**

This option is set if the character is a special emphasis character (column separator, underscore, strikethrough or a character from a loadable character set) and is protected.

**Data Protected**

This option is set if the characters are protected from data entry by the user. If this box is checked, **Right Justify** and **Data Entry** controls are disabled.

**Right Justify**

This option is set if the characters are to be entered from the right side of the field and shifted left as each character is entered.

**Data Entry**

These mutually exclusive option buttons are set if the data being entered is **Any** character, **Alpha** only or **Numeric** only.

**OK**

Click this button to accept any changes made in this window and close the window.

**Cancel**

Click this button to discard any changes made and close the window.

**Help**

Receive on help for this window.

**UTS eXpress Plus Graphics Viewer**

This dialog is displayed by pressing the F1 key from a MAPPER results RID containing graphics primitives received from the host or when the UTS eXpress Plus Graphics Viewer is run stand-alone from the icon.

**File menu****Open Graphics Script...**

Use this selection to open a file (.grs) containing previously saved graphics primitives.

**Save as...**

Use the selection to save the graphics primitives to a file.

**Copy to Clipboard as BMP**

Use this selection to copy the chart to the Windows clipboard as a bitmap (.bmp).

**Print...**

Use this selection to initiate the Windows **Print** dialog for printing.

**Close**

Use this option to close the dialog.

**Options menu****Maintain Aspect Ratio**

Check this selection to maintain the height and width of the graph in such a manner that they stay in proportion to one another, regardless of how the Graphics Viewer window is resized.

**View Graphics Commands**

Use this selection to initiate the **Graphics Command Viewer** dialog where the graphics commands that were used to produce the chart may be viewed and/or printed.

**Redraw**

Use this selection to redraw the chart.

**Window menu****Show Screen Window**

Use this selection to switch back to the original screen window used to initiate the chart.

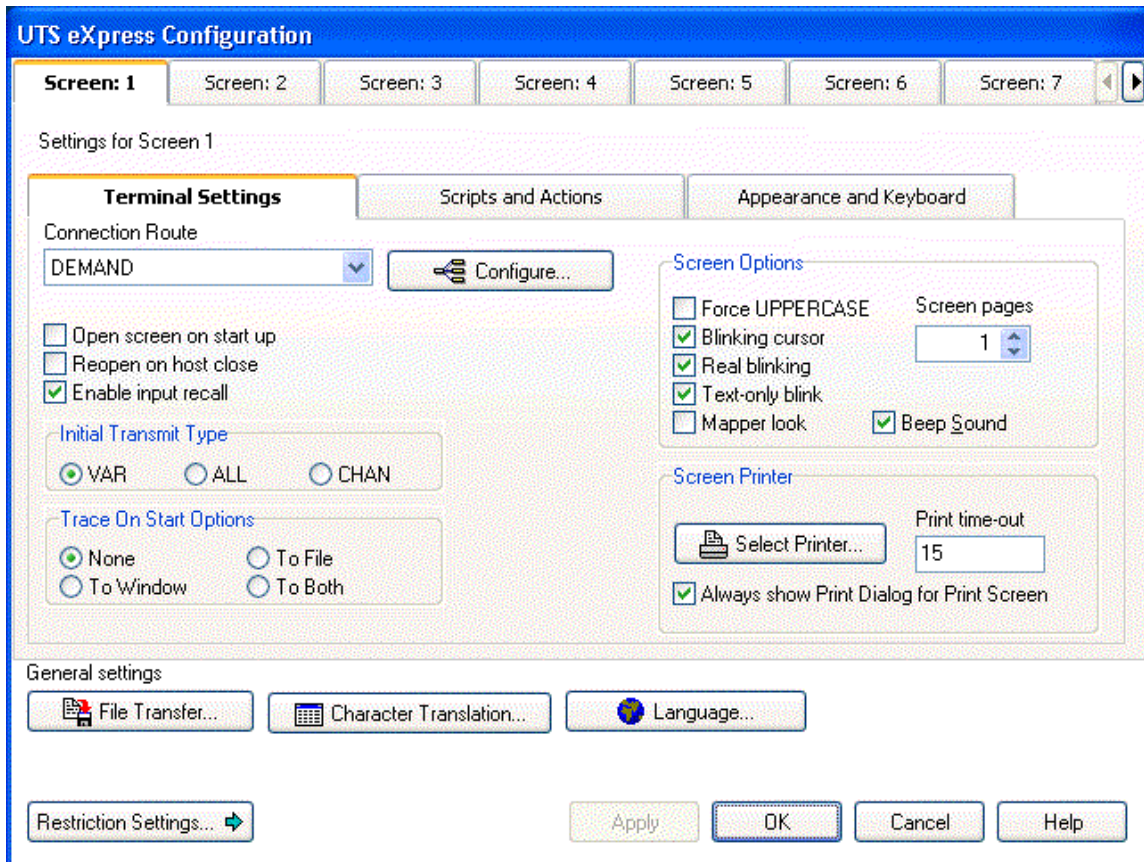
## Configuration

### UTS eXpress Configuration

The **UTS eXpress Plus Configuration** dialog contains configuration options that assign the communication route to be used when the screen is opened, assign printers to and set general appearance options for the screen. Each screen may also have its own tool bar, keyboard and script menu assigned. In addition, a sign-on script may be assigned to each screen to facilitate connecting to the host.

#### Screen tabs

Select the screen tab you wish to configure. Up to 24 screens may be configured.



#### Terminal Settings tab

The controls in this group link a screen to a particular route. These controls are sometimes disabled when using the network version of UTS eXpress Plus, UTS eXpress Net; however, the person responsible for maintaining UTS eXpress Net can make the screen/route association with the **UTS eXpress Net Administrator** program or can assign privileges that allow user configuration.

##### Connection Route

From this drop-down list box, select a configured route to be used when the screen is opened. If additional routes are required, use the **Configure** button on any screen tab.

##### Configure

Click this button to configure the routes, open ids. and virtual destinations required to connect to a host (Note: Each screen in use should have its own configured route). When complete, use the **Connection Route** drop-down list box to link a newly configured route to the selected screen.

##### Open Screen on Start Up

Check this box to automatically connect to the route when UTS eXpress Plus is first started.

**Reopen on Host Close**

Check this box to automatically attempt to re-establish the session whenever it has been closed by the host.

**Enable Input Recall**

Check this box to maintain a list of recent input for the opened screen. This feature is enabled by default.

**Initial Transmit Type**

UTS emulation provides three modes of transferring data from the terminal screen to the host processor: **VAR (Variable)**, **ALL**, and **CHAN (Changed)**. The current transmission mode is set in the XMIT() field in the terminal control page. Most host programs expect the terminal to be operated in the VAR transmit mode. If your application requires an initial mode other than VAR, set it here and UTS eXpress Plus will initialize the XMIT() field with that value.

**Trace on Start Options**

The controls in this group determine what trace activity is to take place, if any, when the screen is first opened.

**None**

When this option is set, no tracing activity will take place.

**To Window**

When this option is chosen, a separate trace window will open to display the trace.

**To File**

This option will cause the **Emulator Trace File** dialog to open when the screen is opened. In this dialog, enter the text file name for the trace file. The trace file is normally stored in C:\Documents and Settings\*username*\Local Settings\Temp directory and will have a .txt extension..

**To Both**

Select this option to trace to a window and file.

**Screen Options**

The controls on this tab govern general screen appearance.

**Force UPPERCASE**

Checking this box causes UTS eXpress Plus to translate lower case characters that are typed to their uppercase equivalents.

**Blinking Cursor**

Checking this box causes the current cursor position to blink. If this box is not checked the cursor remains solid.

**Real Blinking**

Uncheck this box to suppress blinking of the UTS blinking character. The blinking character is used in some applications to designate special conditions. For example, in IPF, the blinking character at the end of a display line signifies that there is additional information beyond the blinking character that cannot be displayed. The blinking default is blinking.

**Text-only Blink**

Check this box to blink only the text of the UTS blinking character instead of the text and background. The **Real Blinking** checkbox must be checked for this option to work.

**Mapper Look**

Check this box to set UTS eXpress Plus for "Mapper Look and Feel" processing. With **Mapper Look** checked, four of the display characteristics of UTS eXpress Plus change:

- 1) If a line contains an ASCII Tab Code in the first column, that line is considered a "Tab Line". Tab codes are displayed using the graphic vertical bar (|) that produces a visual column separator for your report.
- 2) The only control characters displayed will be the Start-of-Entry (SOE), the standard Tab Code, and the Mapper Tab Code. Characters such as Form-Feed and Line-Feed are displayed as spaces.

- 3) A protected field (function key name on the last row of the Mapper screen) can be transmitted by clicking with the mouse. This is compatible with the function key lines produced by Mapper 2200 level 35.
- 4) UTS eXpress Plus will also support special Mapper box drawing sequences sent from the host.

Note: When Mapper Look is used, the Mapper station must be configured as a terminal type of "PCE" with an option of "S" (Mapper Look and Feel), or as a terminal type of "6S".

### **Beep Sound**

Checking this box turns audible message wait beep on. If this box is not checked, no audible sound will be heard.

### **Screen Pages**

In this text box, you may specify from one (default) to nine screen pages for each UTS screen. In conjunction with the paging feature, the PAGE DOWN and PAGE UP UTS keys are mapped to the Page Down and Page Up keyboard keys, respectively.

Paging is most useful where only one screen is available. Paging provides the means to maintain multiple output screen pages for reference while running additional transactions.

**WARNING:** The host is completely unaware of the paging feature. Applications, especially DPS, often check the screen input for exact text — meaning the application expects specific text to appear at specific locations on specific screens. Use of the Page Down and Page Up keys with this feature can leave the screen in a state not expected by the application.

Also, see Show\_Inactive\_Page.

### **Screen Printer**

The button in this group allows a configured printer in the printer pool to be assigned to one of three printer DIDs for the screen.

#### **Select Printer(s)**

Use this button to assign up to three printers for the screen.

#### **Print Time-out**

Use this text box to specify how long the emulator will wait for additional print data before automatically closing the printer. The default is 15 seconds.

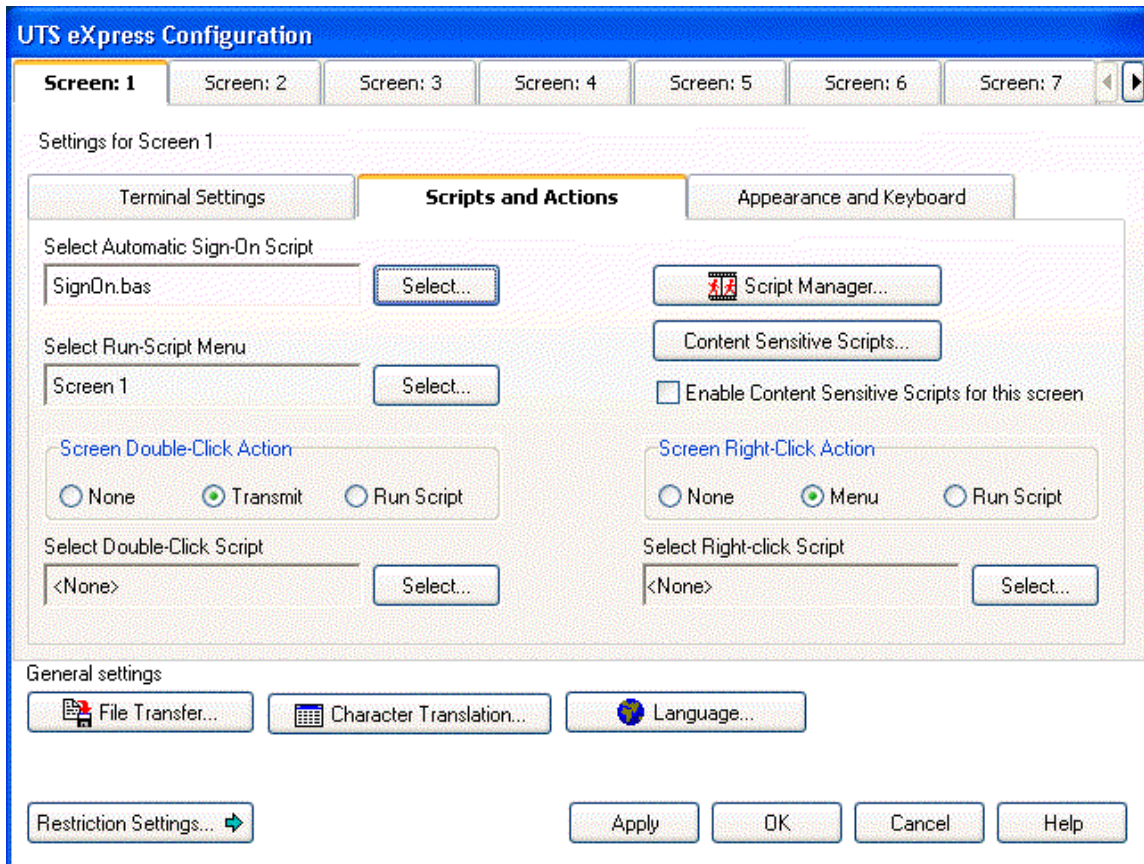
-1 (or any negative value) = No timeout,

0 = Timeout immediately after printing,

*n* (any positive number) = Timeout *n* seconds after printing.

#### **Always Show Print Dialog for Print Screen**

Check this box to force the Print dialog to appear when performing screen prints. When checked, the print dialog for the printer assigned to the first print device (DID1) will be shown. When not assigned, the default Windows printer is used.



### Scripts and Actions tab

The controls on this tab govern the use of scripts, script menus, sign-on scripts and mouse click actions.

#### Select Automatic Sign-on Script

Use the **Select** button to initiate the **Select Sign-On Script for Screen** window and link a previously developed script to the currently selected screen. The next time the screen is opened, the linked script will be automatically executed. Sign-on scripts can be developed easily using the UTS eXpress Plus Script Recorder found on the **Script** menu of any open screen (see **Start Script Recorder** and **End Script Recorder**).

#### Select Run-Script Menu

Use the **Select** button to initiate the **Select Screen Script Menu** window and link a previously created script menu to the currently selected screen. Script menus are developed by clicking the **Script Manager** button on this tab.

#### Script Manager

Use this selection to open the Script Manager dialog. Use the Script Manager to create and maintain scripts and script menus.

#### Content Sensitive Scripts

Click this button to setup a list of scripts that are to be run depending upon text received from host applications.

#### Enable Content Sensitive Scripts for This Screen

Select this option if scripts are to be run based on text received from host applications. The scripts and text content must be previously configured by the **Content Sensitive Scripts** function, above.

#### Screen Double-Click Action

Select an option button from this group to define the action to be taken when you double click the mouse button on the emulator screen. The **None** option places the text cursor where the mouse cursor was double clicked. **Transmit** places the text cursor where the mouse cursor was



double-clicked, but also transmits all information from the cursor position back to the previous SOE. The **Run Script** option will cause the assigned script to be executed upon a double click (see below). If no script is assigned, this option acts like the **None** option. Note: When setting the **Run Script** option, the screen must be closed and reopened for the action to take effect.

#### Select Double-Click Script

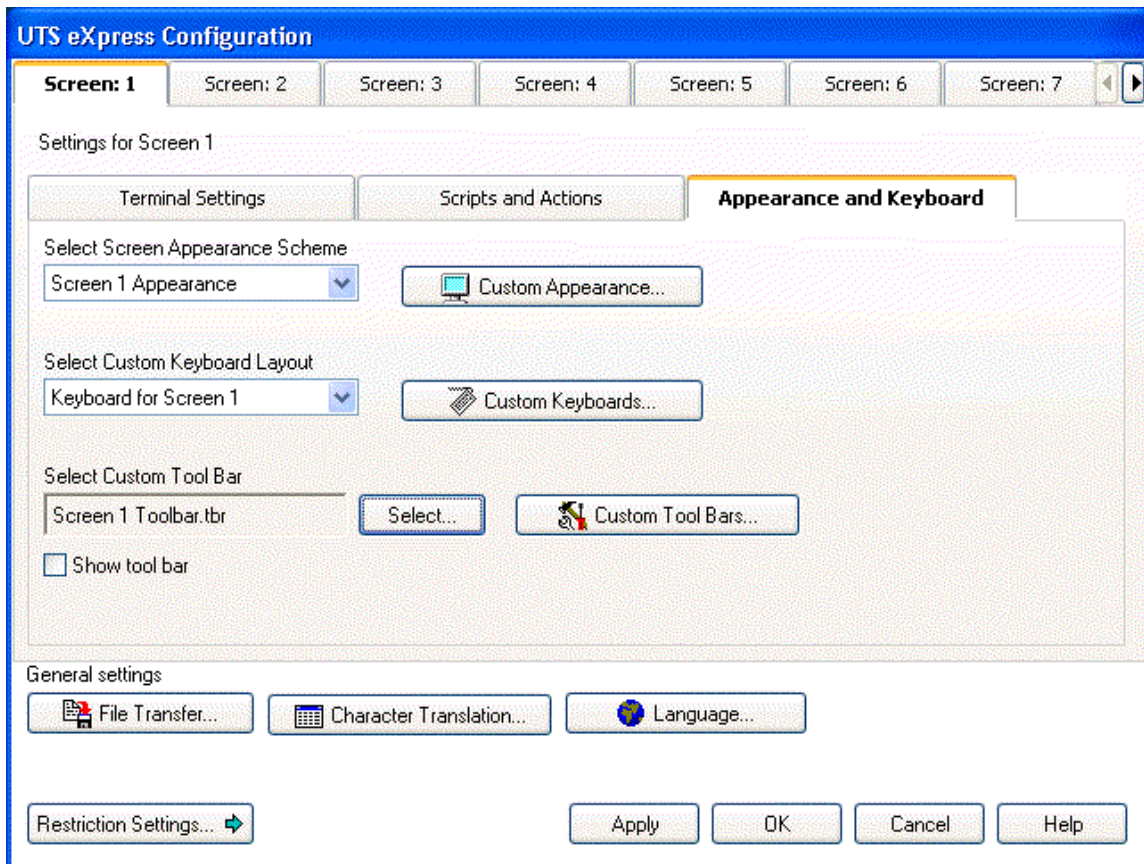
Use the **Select** button to initiate the **Select Double-Click Script for Screen** window and link a previously developed script to a double-click mouse action on this screen. On the **Select Double-Click Script for Screen** window, highlight the desired script with a mouse click or down arrow and press the **Select** button. This script will only be executed if the **Run Script** option button is set in the **Double-Click Action** group (see above).

#### Screen Right-Click Action

Select an option button from this group to define the action to be taken when you right click the mouse button on the emulator screen. The **None** option disables any right mouse click action. **Menu** (the default) presents a popup menu of common selections. The **Run Script** option will cause the assigned script to be executed upon a right mouse click (see below). If no script is assigned, this option acts like the **None** option. Note: When setting the **Run Script** option, the screen must be closed and reopened for the action to take effect.

#### Select Right-Click Script

Use the **Select** button to initiate the **Select Right Click Script for Screen** window and link a previously developed script to a right-click mouse action on this screen. On the **Select Right Click Script for Screen** window, highlight the desired script with a mouse click or down arrow and press the **Select** button. This script will only be executed if the **Run Script** option button is set in the **Right Click Action** group (see above).



#### Appearance and Keyboard tab

The controls on this tab may be used to customize the screen's appearance (color, font, scaling, etc.); configure keys and assign keyboards; and design and assign tool bars.

**Select Screen Appearance Scheme**

From this list, select a previously configured (see **Custom Appearance**, below) appearance scheme to be applied to this screen. Note: This selection only affects the appearance of the screen portion of the screen window.

**Custom Appearance**

Click this button to open the Custom Terminal Screen Appearance window and configure an appearance scheme that may be applied to one or more screens.

**Select Custom Keyboard Layout**

From this list, select a previously configured (see **Custom Keyboards**, below) keyboard layout to be assigned to this screen.

**Custom Keyboards**

Click this button to open the Custom Keyboard Layouts window and configure a keyboard layout that may be assigned to one or more screens.

**Select Custom Tool Bar**

Use the **Select** button to initiate the **Select Tool Bar for Screen** window and link a previously developed tool bar to the currently selected screen.

**Custom Tool Bars**

Click this button to open the Custom Tool Bar Design window and configure tool bars that may be assigned to one or more screens. Buttons may be assigned to any UTS keystroke or previously developed eXpress Plus script.

**Show Tool Bar**

Check this box to show the tool bar when the screen is first opened.

**File Transfer...**

Press this button to configure default drive and path for file transfer.

**Character Translation...**

Press this button to select and edit character translation sets for specific countries.

**Language...**

Click this button to select a single-byte or multi-byte language character set.

**Restriction Settings/Configure Settings**

Click this button to toggle to and from the restriction settings dialog.

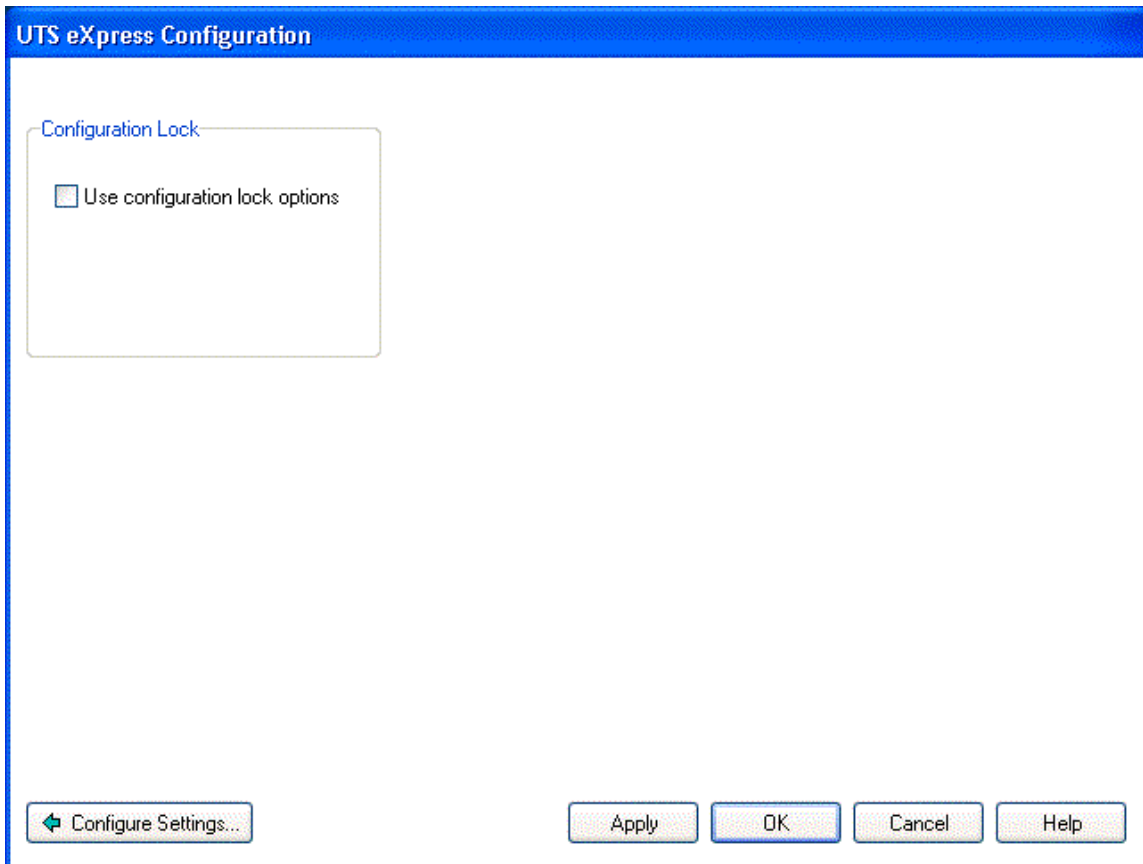
**Restriction Settings dialog**

The restriction settings dialog on the **UTS eXpress Plus Configuration** window contains configuration controls that may be used to enforce configuration security by assigning a configuration password.

**Note:** This dialog is not available if you are running the network version of UTS eXpress Plus, UTS eXpress Net; however, the person responsible for maintaining UTS eXpress Net may grant configuration privileges through the **UTS eXpress Net Administrator** program.

Once the password is assigned, all or selected configuration options may be disabled by checking the appropriate option. Subsequently, to enable an option, you must first unlock the configuration by providing the assigned password.

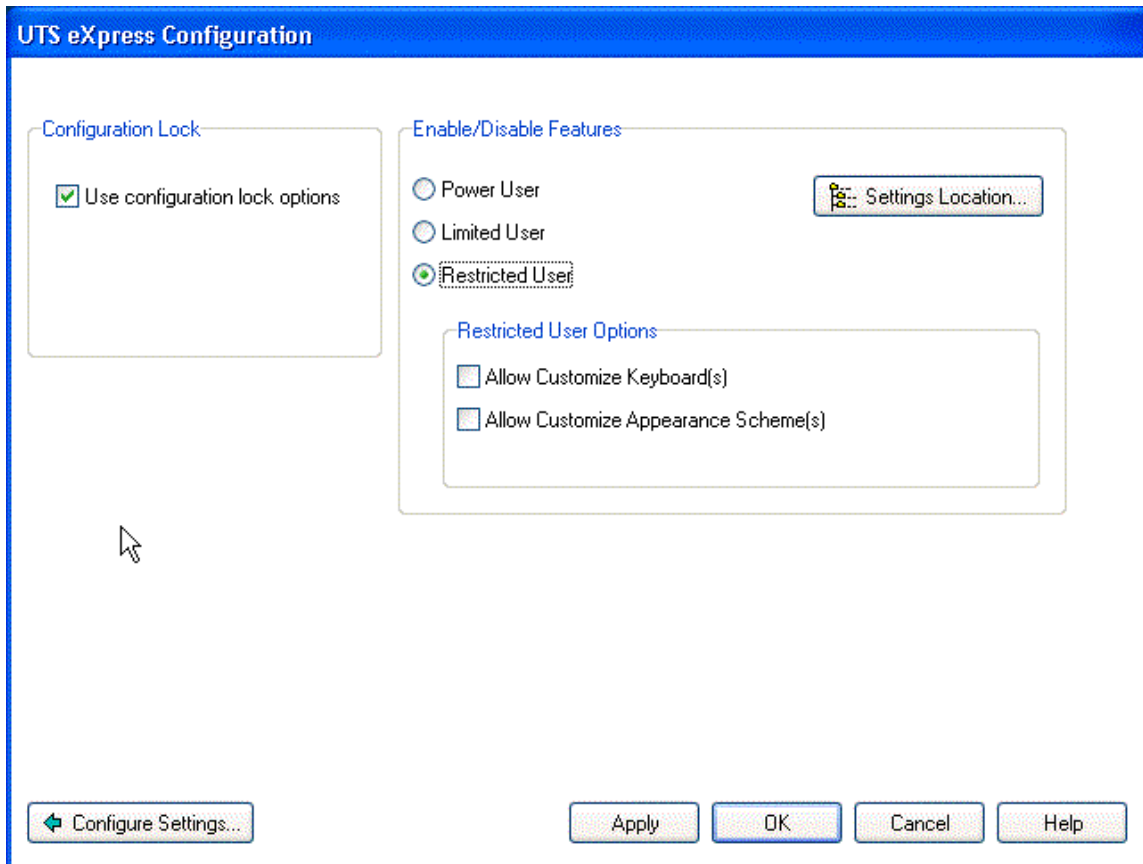




### Use Configuration Lock Options

Check this box to initiate password protection on configuration options. Checking this box will cause the **Lock Config. Initial Password** dialog to be displayed. After entering and confirming the new password, additional security features will become visible (see below).

**Note:** For the configuration lock to take effect, both the configuration and the emulator must be exited and restarted.



With this level of eXpress, users may be restricted to one of three levels: the Power User, the Limited User and the Restricted User.

A Power User may configure all options including connections to the host, thus a Power User has no configuration restrictions. The Power User of the network version (eXpress Net) will execute from a network server (file or web) as a registered user, but all configuring will be performed by the Power User ... not the network administrator.

A Limited User is only limited to configuring non-communications options. The Limited User of eXpress Net will also execute from the server and receive all screen connections from the server (configured by the network administrator); however, the Limited User will be unrestricted in every other way.

A Restricted User may be denied any configuration capabilities or limited to only those involving screen appearance and keyboards. The eXpress Net Restricted User will execute from and receive all configuration information from the server. Some parts of their configuration may optionally be overridden by the network administrator.

**eXpress User Capabilities at a Glance**

User Level	Allowed Capabilities				
	Configure Connections	Terminal and Printer	Script Development	Screen Appearance	Customize Keyboards
Power User	Yes	Yes	Yes	Yes	Yes
Limited User	No	Yes	Yes	Yes	Yes
Restricted User	No	No	No	Optional	Optional

**Settings Location**

The purpose of this feature is to allow all users of a single machine (Windows system) to use the same configuration settings for the UTS eXpress Plus terminal emulator and/or the eXpress Connect host connections. By default, all emulator settings are saved in files for the current user, which allows multiple users on the same machine to have their own individual settings.

In some cases, it may be desirable to have one set of configuration settings used by all users of the machine. One reason for common settings is so that the configuration settings can be established once for all users, instead of for each individual user; however, users should **NOT** be allowed to make configuration changes once they are set. There should only be one person allowed to maintain the configuration. If common configuration settings are desired, the emulator settings will be stored in common files and removed from current user.

The mechanism for creating common configuration settings in the UTS eXpress Plus terminal emulator is accessed from this dialog of the **UTS eXpress Plus Configuration** window. The eXpress Connect transport settings are accessed from the **Edit** menu in the **eXpress Connect Visual Configuration** window. Both the emulator and eXpress Connect transport settings are made common or by users, independent of one another. For example, eXpress Connect transport settings may be made common, while emulator settings remain by user.

The **Settings Location** feature is only available when **Use configuration lock options** is checked. Again, individual users should **NOT** be allowed to changes settings when the configuration settings are common to all users of the same machine.

**Restricted User Options**

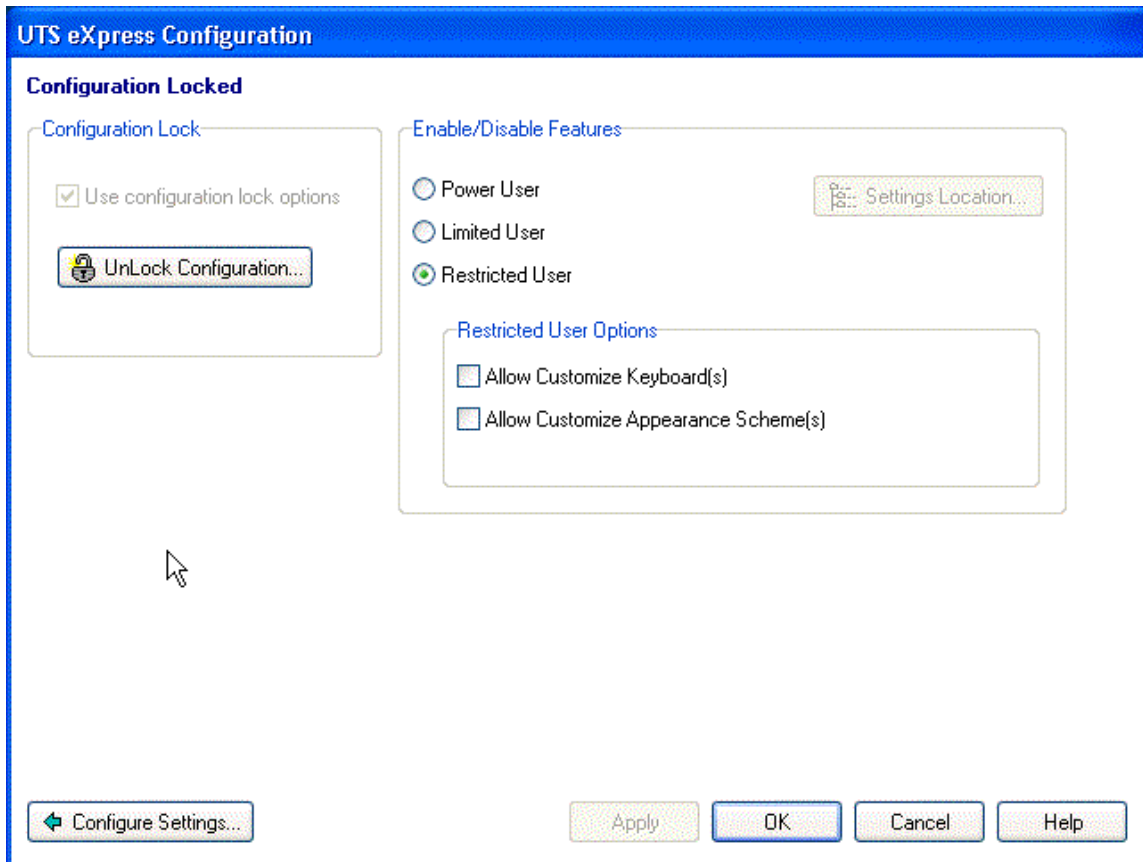
The following options are only available when configuring restricted users. Power users and limited user have these capabilities by default.

**Allow Customized Keyboard(s)**

Check this box to allow the restricted use to develop and use personalized keyboards.

**Allow Customized Appearance Scheme(s)**

Check this box to allow the restricted user to develop and assign appearance schemes to screens.



### Unlock Configuration

This button may be used to display the **Unlock Config. Password** dialog where the proper password may be entered to enable the controls on the restrictions dialog. This button is only visible if the **Use Configuration Lock Options** check box has been set and a password entered.

### Apply

Click this button to apply the settings immediately without exiting the configuration window. If you have entered the configuration window from the emulator, you will see any changes take effect in the emulator immediately.

### OK

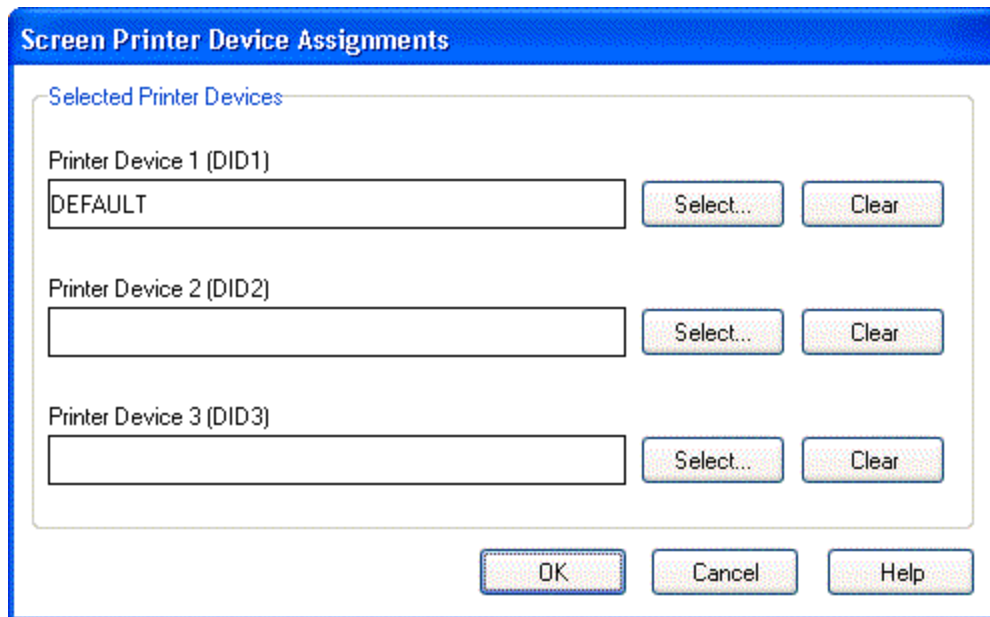
Click this button to accept any changes made in this window and close the window.

### Cancel

Click this button to discard any changes made and close the window.

### Screen Printer Device Assignments

Use the **Screen Printer Device Assignments** window to assign a locally defined printer to one of three screen DIDs.



### Printer Device 1 through Printer Device 3 (DID1 through DID3)

The controls in this group allow you to attach local printer definitions to one of three screen DIDs. The three DIDs correspond to the **AUX DIDs** configured for the route chosen for the screen. You configure the route by pressing the **Configure** button on the **Terminal Settings** tab.

#### Select

Use this button to initiate the **Terminal Printer Setup** dialog. With this selection, you may assign a previously configured local printer or create a new printer definition from all printers installed on your PC.

#### Clear

Use this button to detach the local printer definition from the DID.

### OK

Clicking the **OK** button saves all changes made in this window and closes the window.

### Cancel

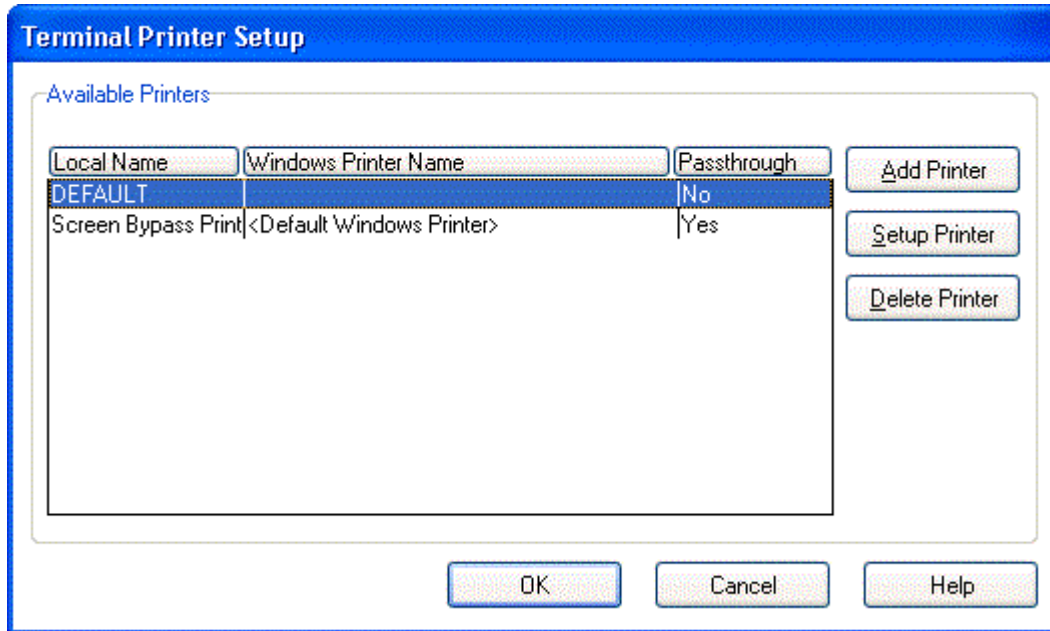
Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

**Help**

Receive on-line help for this window.

**Terminal Printer Setup**

Use the **Terminal Printer Setup** window to maintain local printer definitions. In UTS eXpress Plus you can configure a pool of printers that can be used by UTS eXpress Plus screens. Printers can be configured more than once (one for normal Windows printing, one using passthrough printing, one to use a different font, one to use a different page orientation, etc.). You then assign configured printers to each screen's printer DIDs as needed. If no printer is assigned, the Windows default printer will be used.

**Add Printer**

Use this button to add a new local printer name and definition. The name may be any meaningful name that uniquely identifies the local printer.

**Setup Printer**

After selecting an existing name from the **Available Terminal Printers** list box, use this button to edit the definition.

**Delete Printer**

After selecting an existing name from the **Available Terminal Printers** list box, use this button to delete the definition.

**OK**

Clicking the **OK** button saves all changes made in this window and closes the window.

**Cancel**

Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

**Help**

Receive on-line help for this window.

**Printer Device Selection and Setup**

The **Printer Device Selection and Setup** dialog contains controls to equate an installed printer on the PC to a local printer name, use of a local print object, set special UTS print characteristics such as passthrough printing or assign Windows print settings.

**Printer Device Selection and Setup**

**Printer Selection**

Local Printer Name  
**DEFAULT**  Use Local Print Object (LPO)

**Standard Printing Devices**

Selected Printer  
 hp deskjet 990c  Use Passthrough Printing  Do not wrap print line

**Windows Print Settings**

**Printer Font**

Font name: Courier New Size: 9  Bold face

Character Set: Default  Portrait  Landscape

Page header text

**Paper size, source**

Paper Size: **Letter** Paper Source: **Automatically Select**

OK  
 Cancel  
 Help

### Printer Selection

Controls in this group are used to assign a printer or text file and optionally assign a local print object, specify passthrough printing and the print line wrap option.

#### Local Printer Name

The read-only box contains the name of the local printer.

#### Use Local Print Object (LPO)

Check this box to use a user-developed LPO to receive print data instead of standard UTS eXpress Plus32 print handling. If this box is checked, the controls in the **Standard Printing** group will be replaced with those in the **Local Print Object** group.

See eXpress Plus Local Print Objects for the list of methods that may be referenced in the LPO.

#### Standard Printing Devices

The controls in this group will be displayed when the **Use Local Print Object** check box remains unchecked.

#### Selected Printer

Select a printer from this drop-down list box. This box contains a list of all printers installed through Windows on your PC plus a selection (<text file>) for directing printing to a text file on your PC.

#### Use Passthrough Printing

Check this box if the local printer is to be used for passthrough printing (see Passthrough Print Settings, below).

**Do Not Wrap Print Lines**

Check this box if long print lines are to be truncated rather than wrapped to the next line. The number of characters that will be truncated or wrapped depends upon the font, font style and font size selected for the printer and the page width chosen.

**Local Print Object**

The controls in this group will be visible when the **Local Print Object** check box is checked.

**Local Print Object Class Name**

In this text box, enter the class name of the registered LPO or press the **Browse** button to search through all OLE Automation Servers registered with Windows.

**User Option**

In this text box, enter any required user options.

**Windows Print Settings**

The controls in this group are available for standard Windows printing (i.e., when the **Use Passthrough Printing** checkbox is not checked).

**Note:** These settings only come into play when the printer device is selected by the host. Screen prints use current printer settings.

**Printer Font**

Use these controls to select the font, character set and orientation for standard windows printing.

**Font Name**

From this drop-down list box, select an installed font for printing.

**Size**

With this spin box, choose the appropriate font size.

**Bold Face**

Check this box if the print font is to be in boldface type.

**Character Set**

From this drop-down list box, select the desired character set.

**Portrait**

Choose this option to print so that the short edge is the top of the page.

**Landscape**

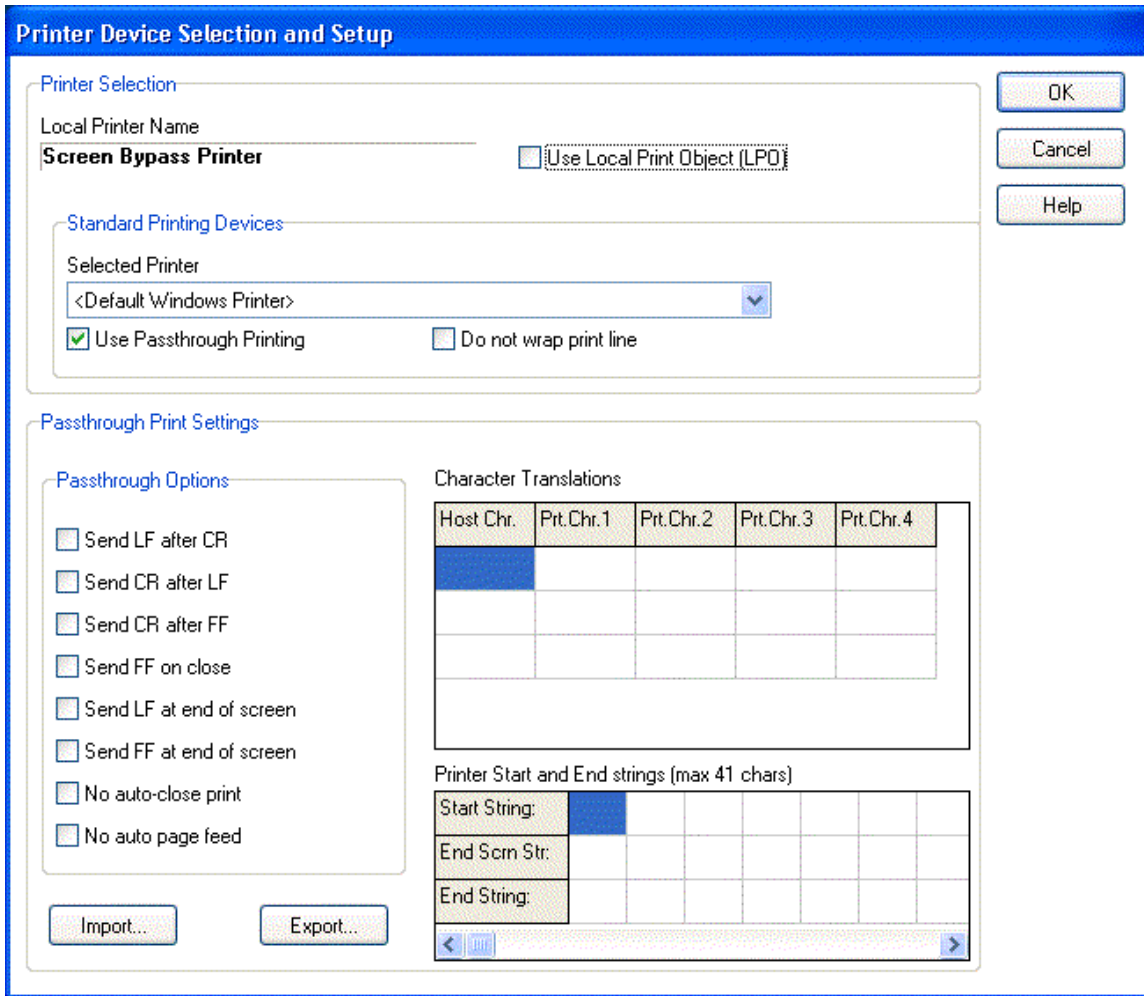
Choose this option to print so that the long edge is the top of the page.

**Page Header Text**

For normal printing (not passthrough), an option page header can be added. The heading line will only print if text is present.

**Paper Size, Source**

This group is only visible for selected printers. Use the Edit button to assign paper size and paper source for the selected printer.



**Passthrough Print Settings**

The controls in this group are only available when the **Use Passthrough Printing** checkbox is checked. Passthrough printing prints directly to a printer and may be useful in situations where the page oriented nature of Windows print management conflicts with the non-page orientation of some older TIP applications.

Whenever possible, you should print using standard Windows print management (the default). Windows controls all page formatting based on property settings for a configured print driver on your PC. In this instance, the host application **must not** send any page control commands (i.e., form feeds) to the printer. When you bypass Windows print management and print directly to a printer, the host application program must supply all page control. UTS eXpress Plus simply passes all information directly through to a configured printer.

**Passthrough Print Options**

The options in this group control special line and form advancement.

**Send LF after CR**

Check this box to tell UTS eXpress Plus to use CR LF at the end of a line.

**Send CR after LF**

Check this box to tell UTS eXpress Plus to use LF CR at the end of a line.

**Send CR after FF**

Check this box to tell UTS eXpress Plus to use FF CR at the end of a line.

**Send FF on Close**

Check this box to tell UTS eXpress Plus to insert a FF at the close of the print.



**Send LF at End of Screen**

Check this box to tell UTS eXpress Plus to add an LF at the end of each screen.

Note: This box should not be checked when using MAPPER AUX because MAPPER includes an LF at the end of the screen (you would get one more line). **Send LF at End of Screen** is for transactions that do not put in an LF, thus causing the next screen's data to print starting at the end of the last line.

**Send FF at End of Screen**

Check this box to tell UTS eXpress Plus to add a FF at the end of each screen.

Note: This will send a Form Feed at the end of each screen or block from the host. If the host message does not include an EOMI status, this action is not taken, allowing data from multiple screens to be printed without the form feed.

**No Auto-close Print**

Check this box to tell UTS eXpress Plus to keep the print open at the end of a print operation.

**No Auto Page Feed**

Check this box to tell UTS eXpress Plus not to perform a page eject after printing.

**Character Translations**

The entries in this table may be used to specify the ASCII characters that UTS eXpress Plus is to substitute when receiving special ASCII characters from the host.

**Host Char.**

In this column, enter the decimal representation of the anticipated ASCII host character.

**Print Char. 1 through Print Char. 4**

In these columns, enter the decimal representation of the ASCII replacement character(s) to be sent to the printer.

Example of translating the tilde (~) to the Esc character:

Host Char	Print Char 1
126	27

Note: If additional rows are needed for translation, press the right mouse button over the table and select **Add Row** from the drop-down menu with the left mouse button. The new row will be inserted at the bottom of the table. The **Delete Row** item on the drop-down menu may be used to delete a selected row.

**Printer Start and End Strings (max 41 chars)**

The entries in this box can be used to provide special starting and ending strings to be sent to certain printer devices. Up to 41 characters may be supplied for each string.

**Start String**

In this row, enter the decimal representations of the ASCII characters to be sent to the printer as a beginning string.

**End Scrn Str**

In this row, enter the decimal representation of the ASCII characters to be sent to the printer as an ending string at the end of each screen (when no EOMI present). If the End Screen string is present, the Send LF at end of screen and Send FF at end of screen are ignored.

**End String**

In this row, enter the decimal representations of the ASCII characters to be sent to the printer as an ending string.

**Import**

Click this button to import an existing passthrough print settings file.

**Export**

Click this button to export the passthrough settings to a file.

**OK**

Clicking the **OK** button saves all changes made in this window and closes the window.

**Cancel**

Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

**Help**

Receive on-line help for this window.

**eXpress Plus Local Print Objects**

Local Print Objects (LPOs) are user-written OLE Automation Servers used in place of standard UTS eXpress Plus32 terminal print handling to provide custom printing capability. LPOs may be developed in any language that supports the development of OLE Automation Servers (e.g., C++, Delphi, etc.).

LPOs may be developed whenever it is necessary to interpret screen print data in a manner other than it is presented on the terminal screen or sent from the host program.

**Local Print Object Interface Specifications**

Local Print Objects must adhere to the following interface specifications:

**LPO\_Initialize**

LPO\_Initialize is called once just before the first call to LPO\_Open. This method is provided to allow the LPO to perform any one-time initialization.

Format:

Function LPO\_Initialize (*Options* as Integer) as Integer

*Options* is the contents of the User Options entry on the printer device setup configuration. The LPO developer defines the content and use of this parameter. The emulator does not use or modify it in any way.

The LPO\_Initialize function must return the Window Handle of the LPO's main window if successful, or a zero if not successful. A Windows WM\_Close message is posted to the LPO's main window using this handle when the UTS screen is closed. This action is done to close the LPO automatically when its client UTS screen is closed.

**LPO\_Open**

LPO\_Open is called whenever the emulator opens the printer.

Format:

Function LPO\_Open (*ScreenRows* as Integer, *ScreenColumns* as Integer) as Integer

The emulator passes the screen size of the current screen in the *ScreenRows* and *ScreenColumns* parameters.

The return value must be a 1 or 0 indicating success or failure, respectively.

**LPO\_PrintData**

LPO\_PrintData is called whenever the emulator receives a screen print command. The command can come from the host or the keyboard.

Format:

Function LPO\_PrintData (*ScreenData* as WideString, *ScreenAttributes* as WideString, *CursorRow* as Integer, *CursorColumn* as Integer, *Flags* as Integer)

*ScreenData* and *ScreenAttributes* are passed as WideStrings, but are used as arrays of word (unsigned 16-bit integers).

The *ScreenData* array contains ALL characters in the screen. Double-byte characters are ORed with 100 hex for the lead byte and 200 hex for the trailing byte.

*ScreenAttributes* contains the attribute flags associated with the corresponding screen character. Attributes are defined as follows:

The *Flags* parameter indicates the type of terminal print function requested. For UTS eXpress Plus *Flags* are defined as follows: 0 = Print, 1 = Print Form, 2 = Print Transparent, 4 = Print Screen All.

The return value must be a 1 or 0 indicating success or failure, respectively.

**LPO\_Close**

LPO\_Close is called whenever the emulator closed the current print operation.

Format:

Function LPO\_Close as Integer

The return value must be a 1 or 0 indicating success or failure, respectively.

**LPO\_Show**

The emulator does not currently call LPO\_Show.

Format:

Function Show (*Options* as Integer) as Integer

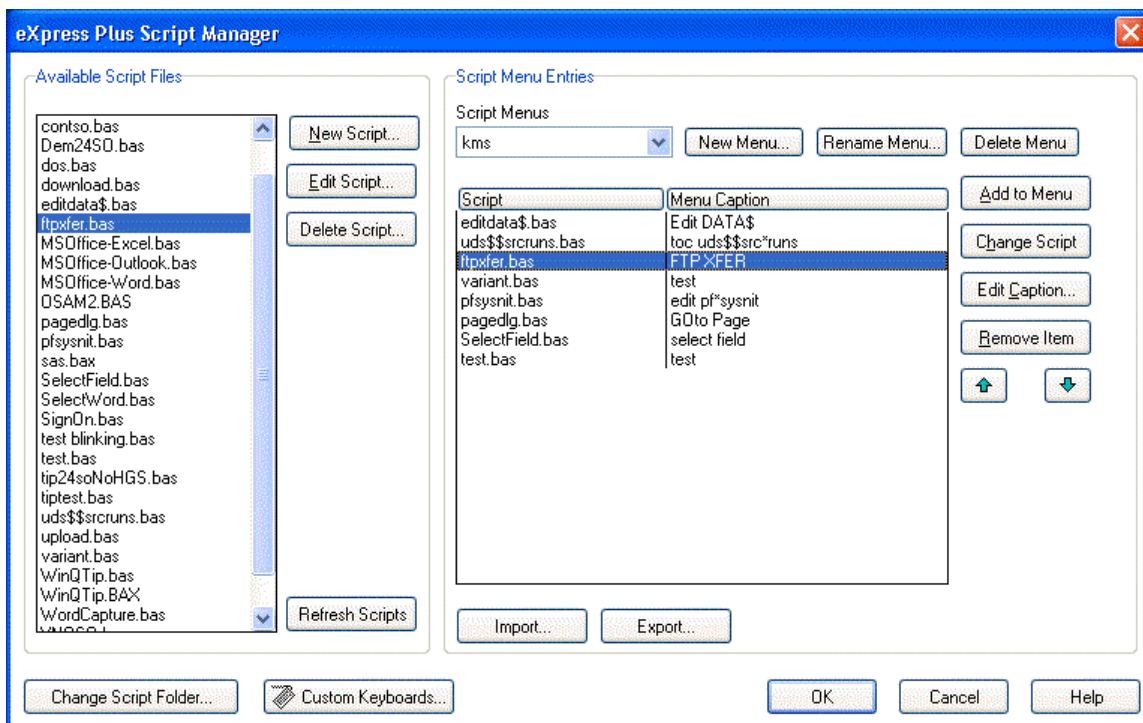
The *Option* parameter is not yet defined.

The return value must be a 1 or 0 indicating success or failure, respectively.

**eXpress Plus Scripts Manager**

This dialog is used to manage UTS eXpress Plus Scripts. You may manually create new scripts; edit scripts that were previously created from scratch or with the **Script Recorder**; or delete obsolete/unwanted scripts.

In addition, scripts may be assigned **Action Keys** (keys used to execute the script) and/or placed as selections on the screens' **Scripts** menu.



**Available Script Files**

This group contains controls that may be used to create and maintain scripts. The list box (initially blank) contains the available script files being maintained in the current directory. To change the current directory and view/edit other scripts, press the **Script Directory** button (see below).

**New Script**

Press this button to initiate the eXpress Script Editor dialog and create a new script from scratch.

**Edit Script**

Click this button to start the eXpress Script Editor and edit the selected script in the **Available Script Files** list box.

**Delete Script**

Click this button to delete the selected script in the **Available Script Files** list box.

**Refresh Scripts**

Click this button to refresh the available script list after creating new scripts or compiling scripts with the eXpress Script Editor.

### Script Menu Entries

This group contains controls that may be used to create and maintain menus and menu items linked to UTS eXpress Plus Scripts. The association of the Script Files to the Script Menu Entries is maintained in the Script Control File. If a Script Control File is imported (see **Import**, below) and contains references to Script Files that are not in the current script directory, the script name in the **Script Menu Entry** list box will appear with strikethrough characters through the name. For these scripts to function, the scripts must be moved to the current script directory or the directory changed with the **Change Script Directory** button.

#### Script Menus

From the drop-down list box, select a configured menu. The default menu from KMSYS Worldwide, Inc., contains no scripts but may be altered using scripts from the Available Script Files list (see **Add to Menu**, below).

##### New Menu

Click this button to create (name) a new menu. Note: Whatever menu is selected from the drop-down list box will be, optionally, the basis of the new scheme.

##### Rename Menu

Click this button to rename a selected menu.

##### Delete Menu

Click this button to delete a selected menu.

#### Add to Menu

After selecting a script from the **Available Script Files** list, press this button to initiate the **Script Menu Caption** dialog and add a text string that comprises the menu selection.

An access key may be designated by placing an ampersand (&) in front of a single character of the text string. Example: "**&Sign-On**" would appear as "**Sign-On**" on the menu implying the "**S**" would serve as the access key.

#### Change Script

Click this button to change the script currently assigned to the selected item in the **Script/Menu Caption** list to the script file selected in the **Available Script Files** list.

#### Edit Caption

Press this button to edit the caption of the selected script in the **Script/Menu Caption** list box.

#### Remove Menu

Click this button to remove the selected menu item in the **Script/Menu Caption** list box from the **Scripts** menu.

#### Move Up (up arrow)

Use this button to move the selected script in the **Script/Menu Caption** list box up one entry on the **Script** menu.

#### Move Down (down arrow)

Use this button to move the selected script in the **Script/Menu Caption** list box down one entry on the **Scripts** menu.

#### Import

Click this button to import an existing script control file.

#### Export

Click this button to export the current script configuration to a file. In this manner, you may configure a script menu on one PC for distribution to other PCs.

#### Change Script Directory

Click this button to change the directory where script files (.BAS and .BAX) may be found/stored.

#### Custom Keyboard

Press this button to initiate the eXpress Custom Keyboard Layouts dialog where activation key(s) may be assigned to scripts.

#### OK

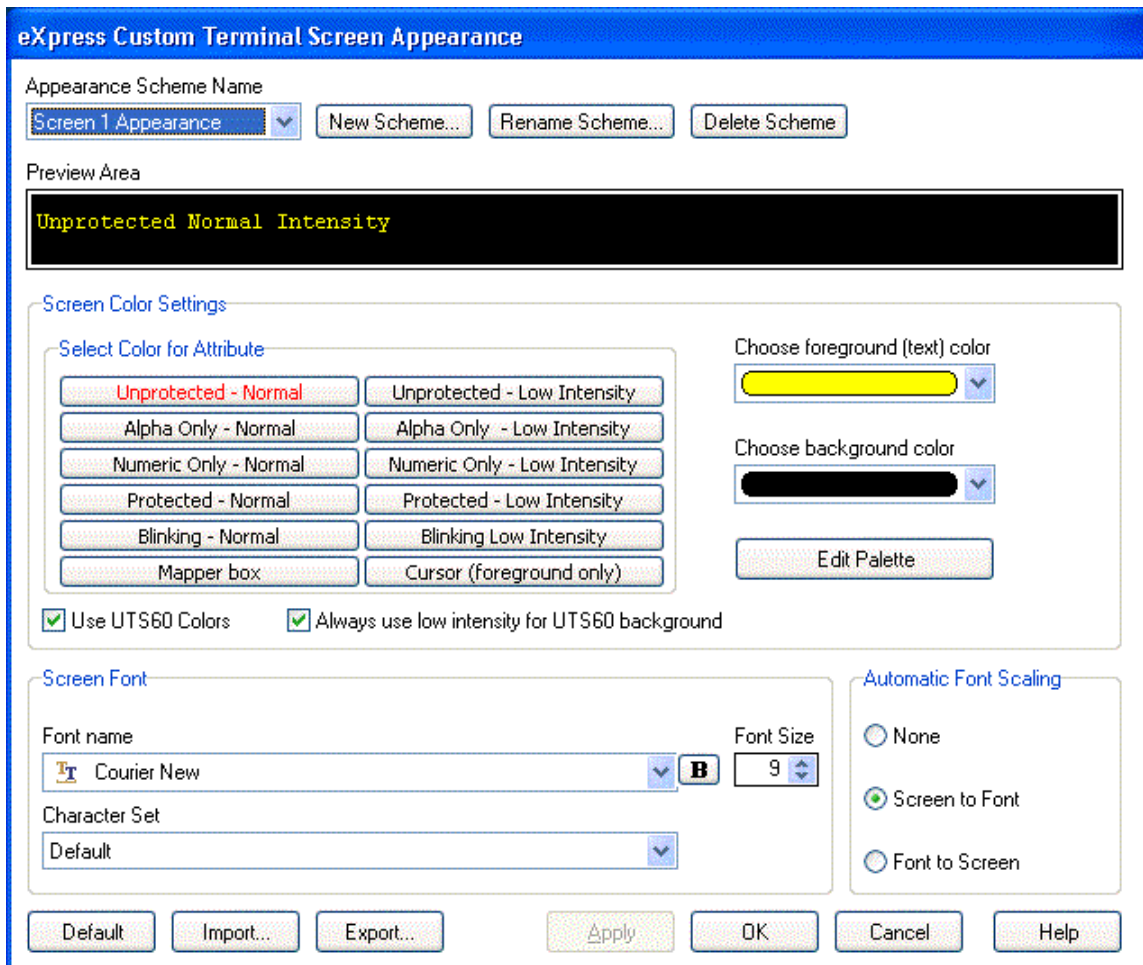
Press this button to accept the entries on this dialog and continue.

**Cancel**

Press this button to cancel any entries made on this dialog.

**eXpress Custom Terminal Screen Appearance**

The **eXpress Custom Terminal Screen Appearance window** contains configuration controls to change screen fonts and to apply colors to specific areas of the display.

**Appearance Scheme Name**

From this drop-down list box, select the **Color Scheme Name** to be altered. Initially, one color scheme, **Default**, is delivered with UTS eXpress Plus. From the **Default** color scheme, others may be created using the **Save As** button.

**New Scheme**

Use this button to create a new appearance scheme based on the UTS eXpress Plus defaults. By this means, each screen can have its own appearance scheme or screens may share an appearance scheme. To attach an appearance scheme to a screen, see UTS eXpress Plus Configuration.

Note: The scheme named "Default" may be changed but cannot be deleted. When a new scheme is created or an existing scheme **Set to Default** (see below), the default values are acquired from constants internal to UTS eXpress Plus, not from the "Default" scheme mentioned here.

**Rename Scheme**

Click this button to rename an existing appearance scheme.

### Delete Scheme

Click this button to remove the selected appearance scheme. Caution: Any screen attached to the deleted scheme will revert to the UTS eXpress Plus default scheme.

### Screen Color Settings

The **Screen Color Settings** group contains controls that may be used to change the foreground and background color of various UTS screen attributes.

#### Select Color for Attribute

From this group, select an attribute option button whose color is to be changed. When an attribute's colors are changed, those colors will be applied to all areas of the screen having that specific attribute. An attribute's colors consist of a foreground (text) color and a background color.

#### Choose Foreground (text) Color

To change the text color of an attribute, first select the attribute from the **Select Color for Attribute** option group. Next, select a color from this drop-down list box. If you do not wish to use one of the standard Windows colors, select **Custom** at the bottom of the list and configure the desired color with the standard Windows **Color** dialog.

#### Choose Background Color

To change the background color of an attribute, first select the attribute from the **Select Color for Attribute** option group. Next, select a color from this drop-down list box. If you do not wish to use one of the standard Windows colors, select **Custom** at the bottom of the list and configure the desired color with the standard Windows **Color** dialog.

#### Edit Palette

Click this button to edit the screen color palette.

#### Use UTS60 Colors

Check this box to use UTS60 colors as set by the host program. Only valid if the **Terminal Type** selected is UTS60 (select the **Globals** tab, press the Configure Routes button and edit a route to change the terminal type).

#### Always Use Low Intensity for UTS60 Background

For better contrast, check this box to use low intensity color for UTS60 background color.

### Screen Font

Use the controls in this group to change the screen font, intensity, size and character set.

#### Font Name

From this drop-down list box, choose the desired font.

#### Bold

Click this button toggle to increase or decrease the intensity of the selected font.

#### Font Size

Use this spin box to increase or decrease the size of the selected font.

#### Character Set

Use this drop-down list box to change the character set.

### Automatic Font Scaling

These three options control how the emulator will behave when you size a station window or change the screen font.

#### None

When the **None** option is set, no screen or font scaling will be performed when the screen window is resized.

#### Screen to Font

The **Screen to Font** option causes the screen window size to be changed automatically when the screen font size is changed. Consequently, the station window size may be changed without altering the size of the font. If the size of the window is made larger than that necessary to accommodate the screen size, a dotted line will show the physical limits of the screen. If the window size is reduced below the physical screen size, scroll bars appear allowing access to those parts of the screen not currently visible.

**Font to Screen**

The **Font to Screen** option causes the font size to change automatically whenever the window size of the station is altered. For example, if a window is enlarged or made smaller, the font will increase or decrease in size, accordingly. The **Font to Screen** option will only work when using a scalable font (e.g., Courier New, Lucida Sans Typewriter, etc.).

**Default**

Use this button to change the selected color scheme to the UTS eXpress Plus defaults.

**Import**

Click this button to import an existing appearance settings file.

**Export**

Click this button to export the appearance settings to a file.

**Apply**

Apply the settings immediately without exiting the configuration window. If you have entered the configuration window from the emulator, you will see any changes take effect in the emulator immediately.

**OK**

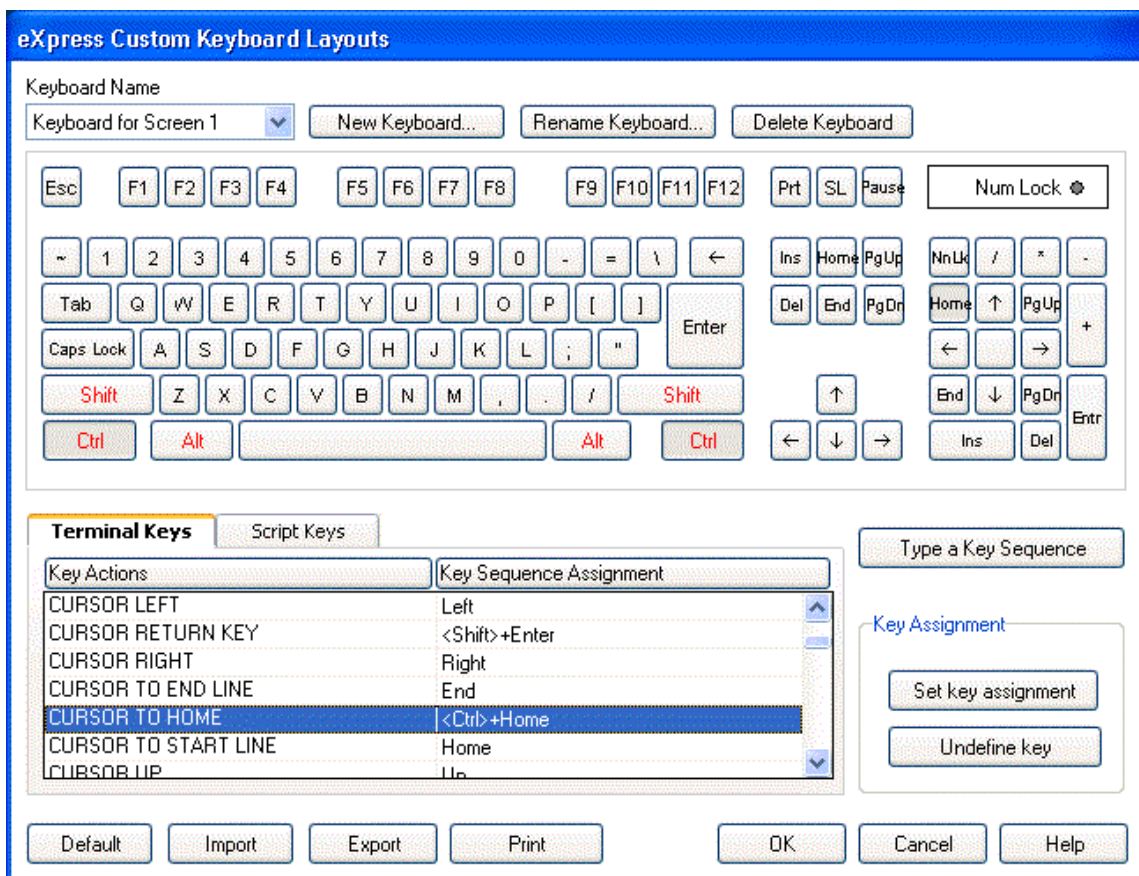
Click this button to accept any changes made in this window and close the window.

**Cancel**

Click this button to discard any changes made and close the window.

**eXpress Custom Keyboard Layouts**

This window is used to define which Windows keyboard key or key combination will be used to initiate a UTS terminal or UTS eXpress Plus emulation specific action or execute an eXpress Plus script. Use this window to customize the keyboard to meet your specific needs.



**New Keyboard**

Click this button to name a new keyboard layout.

**Rename Keyboard**

Click this button to rename an existing keyboard layout.

**Delete Keyboard**

Click this button to delete the selected keyboard layout.

**Graphic Keyboard**

The graphic keyboard display illustrates the configured key or key combinations associated with a terminal key or configured script. Note: The location and arrangement of the keys on the graphic keyboard may not match the exact layout of your keyboard; however, most keys on your keyboard should have its corresponding key represented on the graphic keyboard. After selecting a key name from the **Key Actions and Key Sequence Assignment** list, the configured key or key combinations will appear as if they have been pressed. You may change (redefine) or add additional key combinations by pressing the key(s) on the graphic keyboard with a left mouse click. Valid key combinations are any single key, or a single key plus a combination of one or more of the optional, **Shift**, **Alt** and **Ctrl** keys. When the desired key combinations have been selected, press the **Set Key Assignment** button to assign the key.

Note: Pressing the **Num Lock** key on the *actual* keyboard will cause the **Num Lock** display on the graphic keyboard to toggle (ON/OFF) and the captions on the faces of the numeric keypad keys to change accordingly.

The extended keys (see below) are not mapped to any key in the **Key Actions** list for the default keyboard layout file. They may, however, be mapped by the user to any key or script in the **Key Actions** list. If they are *not* mapped, their behavior will be the same as their counterparts on the numeric keypad and main keyboard.

For enhanced 101- and 102-key keyboards, extended keys are the **Ins**, **Del**, **Home**, **End**, **Page Up**, **Page Down** and arrow keys in the clusters to the left of the numeric keypad; and the divide (/) and **Enter** keys in the numeric keypad. The location and arrangement of extended keys may vary from one keyboard to another and may not match the graphic keyboard display.

**Terminal Keys/Script Keys tabs**

These two tabs separate the script action keys from the keyboard key actions. Depending upon the tab chosen, the list box will show the names of all keys or scripts used to control UTS terminal activities or activities specific to UTS eXpress Plus terminal emulation. These keys or scripts can be mapped to keys pressed on the graphic keyboard or via the **Type a Key Sequence** button.

**Type a Key Sequence**

If this button is clicked, a **Type a Key Sequence** window will pop up. In this window, you may type the key sequence you desire to map to the currently selected name in the list box. On your acceptance of the typed key sequence, the key will automatically be mapped.

**Set Key Assignment**

This button sets the mapping of the currently selected key or script to the selected graphic keyboard keys.

**Undefine Key**

This button is used to remove the mapping of a key. You may remove a mapped key by first selecting the key or script in the list box followed by a click of this button.

**Default**

This button loads the default keyboard layout as distributed by KMSYS Worldwide, Inc.

**Import**

Use this button to import an existing keyboard definition file (.KEY).

**Export**

Use this button to save the current keyboard layout to a file.

**Print**

Click this button to print a list of all key actions and key action assignments. Note: The list will include any key sequences assigned to scripts.

**OK**

Clicking the **OK** button saves all changes made in this window and closes the window.



**Cancel**

Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

**How to Map or Re-Map a Script, UTS Terminal or a UTS eXpress Key**

The following describes the procedure for re-mapping UTS terminal or UTS eXpress Plus keys:

- 1) Select the key or script to be re-mapped from the list box shown.
- 2) There are two methods of defining which key or key combination to map to the selected name in the list box:
  - a. Click the **Type Key Sequence** button, and then type the desired key sequence directly on your keyboard. When you accept the key sequence, the key mapping will automatically be set.
  - b. Select the desired key from the graphic keyboard using a left mouse click over the face of the key. Next, select the desired **Shift**, **Alt** and **Ctrl** keys, if any, by clicking them with the mouse. Finally, to set the keys selected, click the **Set Key Assignment** button.

These steps may be repeated until all desired key mappings are completed.

**Conflicts**

If a selected key sequence is already mapped to another key or script, a message box will appear naming the mapped key or script. You may then re-map or "undefine" the key or script in conflict or choose a different key sequence.

If you map a key or script that already has a key sequence assigned to it, a window will appear allowing you to **Add** an alternate key sequence, **Redefine** (replace) the existing key sequence with the new key sequence or **Cancel** the key/script assignment operation altogether.

**Add or Redefine Key**

The **Add or Redefine Key** window appears when a conflict is discovered while attempting to assign a keystroke or keystroke combination to a keyboard function.

**Help**

Click this button to receive on help for this window.

**Add**

Click this button to add an alternate key sequence. This choice is useful when you want more than one keyboard key to perform the same function (e.g., the two **Enter** keys).

**Redefine**

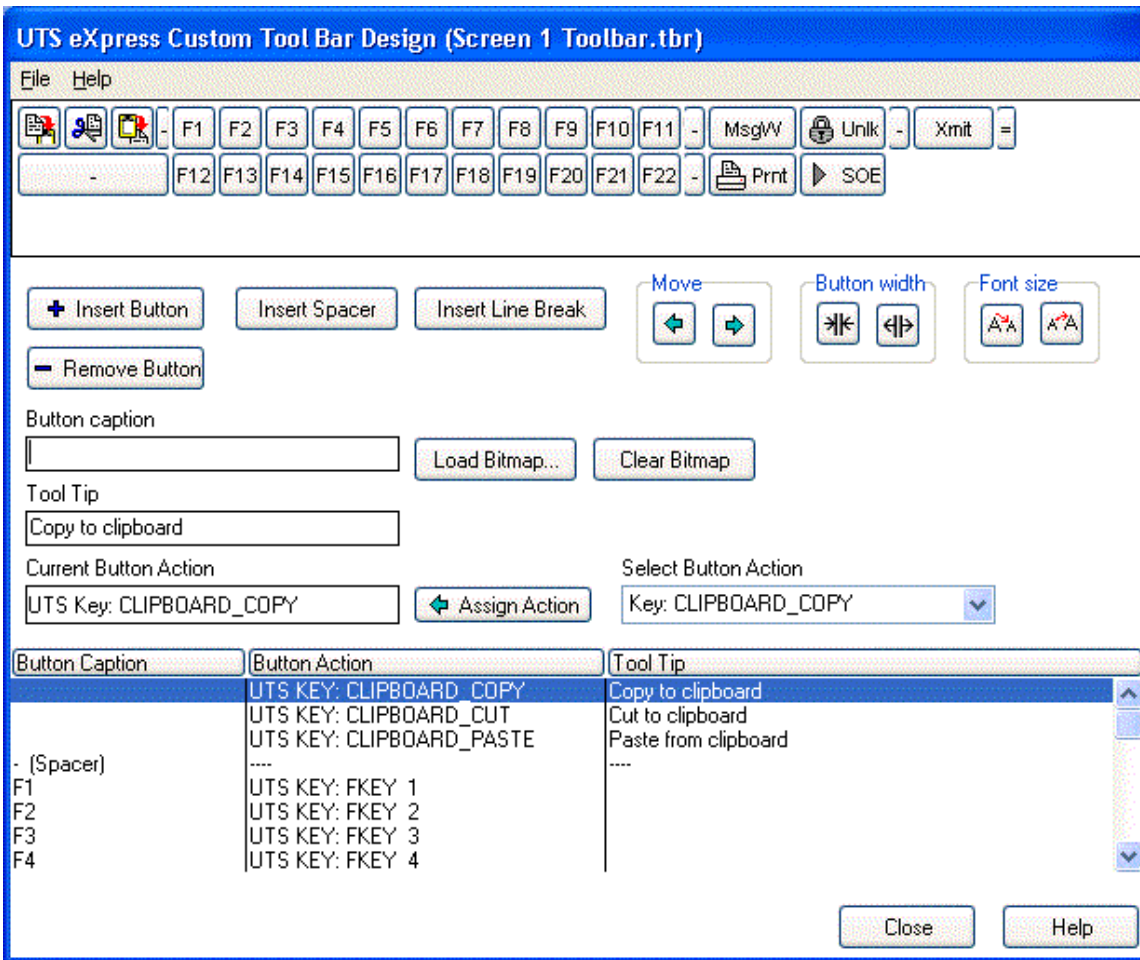
Redefine or replace the existing key sequence.

**Cancel**

Clicking the **Cancel** button closes this window without assigning the key.

**UTS eXpress Custom Tool Bar Design**

The **UTS eXpress Custom Tool Bar Design** window provides the means to design and maintain customized tool bars for screens. Tool Bars may contain buttons for any UTS key or previously developed UTS eXpress Plus Script.



**File menu**

**New**

Select this item to initiate a new tool bar.

**Open**

Select this item to open an existing tool bar file (.TBR).

**Open Default Tool Bar**

Select this item to open the default tool bar as supplied by KMSYS Worldwide, Inc. Note: This tool bar may not be altered but may be used as the basis of user-defined tool bars (see **Save As**, below).

**Save**

Select this item to save changes to the current tool bar file. This item is only enabled after a change has been made.

**Save As**

Select this item to save changes made to the current tool bar to a different file.

**Change Tool Bar Directory**

Select this item to open the standard Select Directory dialog. This selection allows you to change the tool bar directory from the default installation directory to any desirable location.

**Close**

Select this item to close the **UTS eXpress Custom Tool Bar Design** window. If changes have been made, a confirmation message box will appear allowing you to save or discard any changes.

### Recently Accessed Tool Bar Files

Select any item from this list of the four most recently accessed tool bar files (.TBR).

### Tool Bar Button Display Area

The area at the top of this window contains a visual representation of how the tool bar will appear when assigned to and displayed on an emulator screen. You may select an existing button from either the visual display or the list box at the bottom of the window.

### Insert Button

Click this button to insert a new button on the tool bar. Note: The new button will appear immediately before the button selected on the visual button bar display (or the list box).

### Remove Button

Click this button to remove the selected button from the tool bar.

### Insert Spacer

Click this button to insert a spacer to the left of the currently selected button. Note: The spacer may be sized by first selecting the spacer on the tool bar and then using the Button Width buttons.

### Insert Line Break

Click this button to place a line break before the currently selected button.

### Move

Use these buttons to move the selected button to the right or left along the tool bar. If the tool bar consists of more than one row, a selected button on the first row, moved repeatedly to the right, will eventually end up on the second. The reverse is true when moving a button on a lower row repeatedly to the left; i.e., the button will at some point move to the row above.

#### Ctrl+LeftArrow

Click this button to move the selected button one button position to the left.

#### Ctrl+RightArrow

Click this button to move the selected button one-button position to the right.

### Button Width

Use these buttons to decrease or increase the width of the selected button.

#### Shift+LeftArrow

Click this button to increase the width of the selected button.

#### Shift+RightArrow

Click this button to decrease the width of the selected button.

### Font Size

Use these buttons to decrease or increase the font size of button face captions. Changing the button face font size is global to all buttons on the tool bar.

#### Shift+DownArrow

Click this button to decrease the font size.

#### Shift+UpArrow

Click this button to increase the font size.

### Button Caption

This text box contains the caption that will appear on the button face. If the button caption is larger than can be accommodated by the initial button size, use the **Button Width** buttons to increase (or decrease) the button's width.

If the caption is a single dash (-), the button will not be visible and is only used as a "spacing tool" to separate button groups. To increase or decrease the space between buttons, select a spacing tool button from the configured buttons list box at the bottom of the dialog and press the **Button Width** buttons.

If the caption is a single equal sign (=), the button will not be visible and will be used as a "row separator" to advance the tool bar to the next row.

### Load Bitmap

Click this button to select a bitmap file (.BMP) to be used on the selected button face. If a **Button Caption** is supplied in addition to the bitmap, the caption will appear to the right of the bitmap.

**Clear Bitmap**

Click this button to remove the bitmap from the selected button.

**Tool Tip**

This optional text box may be used to provide a tool tip for the button. The text of the tool tip will be displayed in a pop-up box when the mouse cursor is moved over the tool bar button during emulation.

**Current Button Action**

This information box shows what action (UTS Key or UTS eXpress Plus Script) will be taken when the button is pressed during emulation.

**Assign Action**

Click this button to assign the selected action to the button. To assign an action, first select the desired button from the visual button bar display (or the list box) at the bottom of the dialog. By selecting the button, the button's caption, optional tool tip and existing action will be displayed in the boxes at the top of the dialog. Finally, select an action from the **Select Button Action** drop-down list box and click the **Assign Action** button.

**Select Button Action**

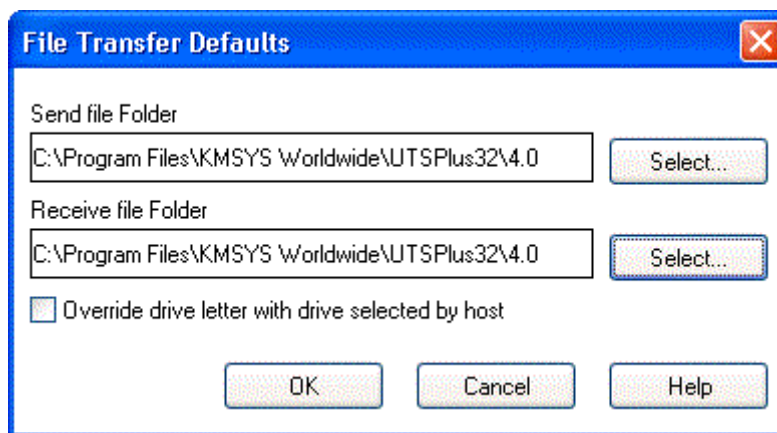
This drop-down list box contains all UTS Keys and previously developed UTS eXpress Plus Scripts that may be assigned to a button and executed when the button is pressed during emulation.

**Close**

Use this button to close the **UTS eXpress Custom Tool Bar Design** window. If changes have been made, a confirmation message box will appear allowing you to save or discard any changes.

**File Transfer Defaults**

The **File Transfer Defaults** window contains controls allowing the selection of default PC paths to be used when performing host/PC-initiated file transfers to or from the host.



See also, Line Input # Statement for an upload example and GetScreenLine Function for a PC-initiated download example.

**Send File Path**

This information box contains the default drive and path for PC files to be transferred to the host. Use the **Select** button to the right of this box to change the default drive and path.

**Select**

Click this button to initiate the **Select Directory** dialog where the **Send File Path** may be changed.

**Receive File Path**

This information box contains the default drive and path for PC files to be transferred from the host. Use the **Select** button to the right of this box to change the default drive and path.

**Select**

Click this button to initiate the **Select Directory** dialog where the **Receive File Path** may be changed.

**Override Drive Letter with Drive Selected by Host**

Check this box if the host program will be allowed to change a default drive specification.

**OK**

Clicking the **OK** button saves all changes made in this window and closes the window.

**Cancel**

Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

**Help**

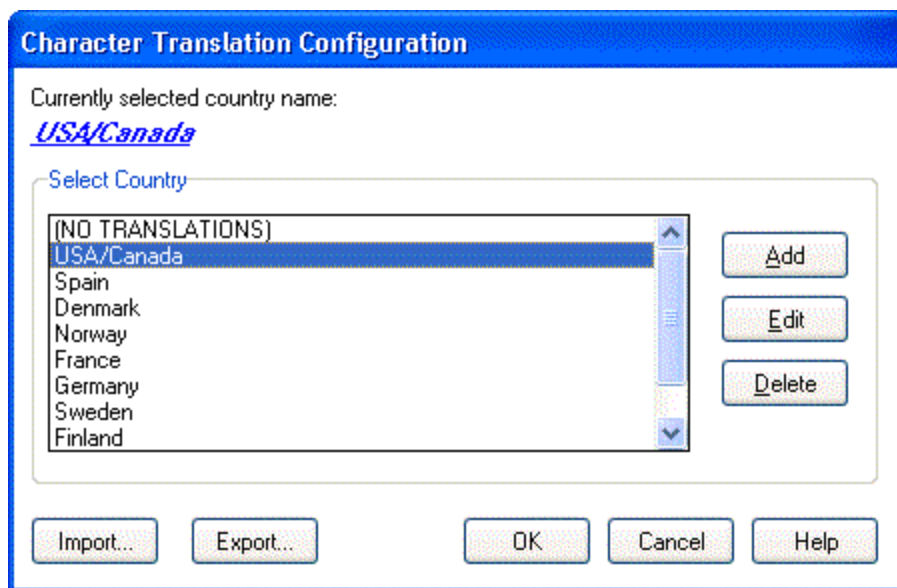
Receive on-line help for this window.

**Select Directory**

Use this dialog to select the default drive from the **Drives** drop-down list box and the default directory or directories from the **Directories** list box.

**UTS Character Translation Configuration**

The **UTS Character Translation Configuration** window provides the ability to select and edit character translation sets for specific countries.



Select the translation set (the default is NO TRANSLATION) for your locality.

To add a translation set, click the **Add** button. A second window will appear where you may enter a country name that will correspond to the translation set.

To change one or more characters in a translation set, highlight a country name using the left mouse button or the up/down arrow keys and click the **Edit** button.

To delete a translation set, highlight a country name using the left mouse button or the up/down arrow keys and click the **Delete** button.

**Import**

Use this button to import an existing character translation file (.KEY).

**Export**

Use this button to save the current character translation configuration to a file.

**OK**

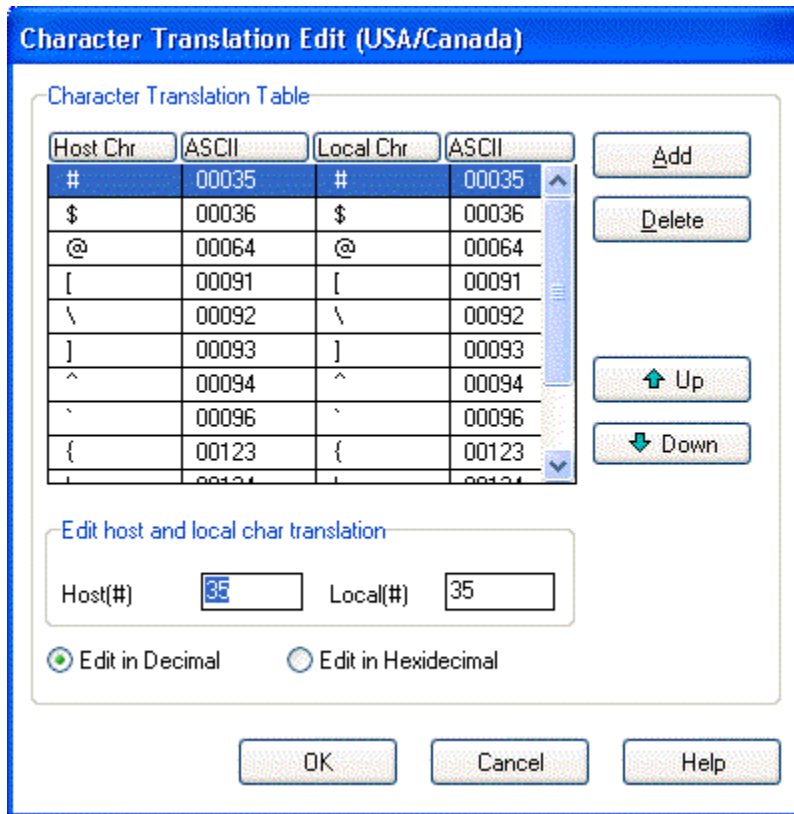
Clicking the **OK** button saves all changes made in this window and closes the window.

**Cancel**

Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

### Character Translation Edit

This window allows you to specify host character and local character pairs for translation on all data received from, or sent to, the host during a **UTS eXpress Plus session**. All characters are specified in ASCII numeric notation.



Select an existing character in the translation table using the scroll bar, mouse and/or up/down arrow keys. Type any changes into the two text boxes (**Host** and **Local**) at the bottom of the window.

To add a new character, select each of the two text boxes (**Host** and **Local**) at the bottom of the window, enter the new values and click the **Add** button.

To delete an existing character, select a character in the translation table using the scroll bar, mouse and/or up/down arrow keys and click the **Delete** button.

#### OK

Clicking the **OK** button saves all changes made in this window and closes the window.

#### Cancel

Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

#### Language Type

This window allows you to select a single-byte or multi-byte language type.

#### Select Language Type

From this drop-down list box, select from Latin (default) or other multi-byte language types.

#### OK

Clicking the **OK** button saves all changes made in this window and closes the window.

#### Cancel

Clicking the **Cancel** button closes this window and discards all changes made since it was last opened.

**Lock Config Initial Password**

This dialog is used to supply an initial password that will be required to access the controls on the **Globals** tab. This dialog appears as a result of the **Use Configuration Lock** check box being set on the **UTS eXpress Plus Configuration** dialog (click **Restriction Settings** button).

**New Password**

Enter a 1-8-character password. All keyboard characters are allowed.

**Reenter New Password to Confirm**

Reenter the same password in order to confirm the entry. This entry is required when the **New Password** entry is specified.

**OK**

Press this button to accept the entries on this dialog and continue.

**Cancel**

Press this button to cancel any entries made on this dialog.

**Unlock Config Password**

This dialog is used to supply the password that will enable the restriction controls. The dialog may also be used to change an existing password.

**Enter Password**

Enter the password required to unlock (enable) the restriction controls.

**New Password**

To change the password, enter the new password in this box. This entry is optional.

**Reenter New Password to Confirm**

Reenter the same password in order to confirm the entry. This entry is required when the **New Password** entry is specified.

**OK**

Press this button to accept the entries on this dialog and continue.

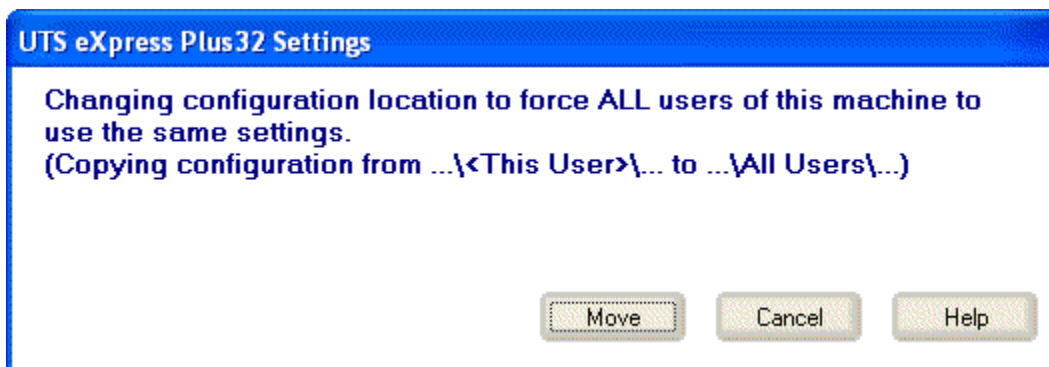
**Cancel**

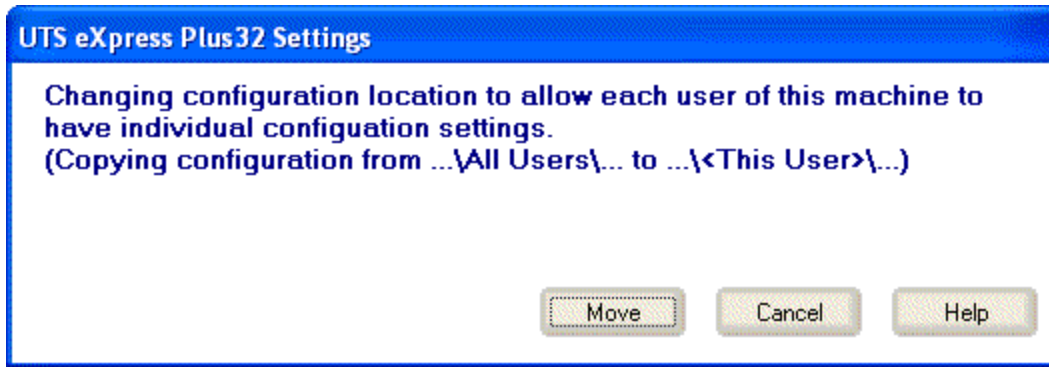
Press this button to cancel any entries made on this dialog.

**UTS eXpress Plus Settings**

This dialog is used to switch the location of the UTS eXpress Plus configuration settings. The settings may be stored in such a manner as to allow multiple users of a single Windows system to maintain their individual configurations. When individual configurations are to be maintained (the default), the settings are placed under <This User> in Application Data. On the other hand, if it is desirable for all users of the system to use the same configuration, an option is available to move those settings to the common location, "All Users". Note: See the %APPDATA% system variable.

Note: "<This User>" will be the user-id used to log on to Windows.





The dialog acts as a toggle between <This User> and All Users; i.e., if your settings are currently stored in <This User>, the message will indicate that they be moved to All Users; if they are in All Users, the move would be to <This User>.

**Move**

After selecting an option above, click this button to complete the move.

**Cancel**

Press this button to ignore any selections and return to the previous dialog.



## How to ...

### Selecting with the Mouse

All selections discussed in this section are made with a single click of the left mouse button. For example, the instruction, "select **Print Screen (All)** from the **File** menu," implies that the following actions should be taken:

- 1) Move the mouse cursor over the word, **File**, on the menu bar.
- 2) Click the left mouse button once to reveal the menu.
- 3) Move the mouse cursor over the **Print Screen (All)** selection.
- 4) Press the left mouse button again to complete the instruction.

Note: Left and right, mouse button actions may be reversed (run the **Mouse** icon/program in the Windows **Control Panel**).

Many of the menu selections also have corresponding buttons on an optional tool bar. To display the default tool bar, select **Show Tool Bar** from the **View** menu. The buttons on the default tool bar represent the more frequently executed UTS eXpress Plus commands or selections. You may configure your own tool bars (one per screen or multiple screens) by using the Custom Tool Bar feature of eXpress (see the Custom Tool Bars button on the **Appearance and Keyboard** tab).

If configured, a right mouse click over any portion of the screen will drop down an edit menu of frequently used commands (see the Scripts Manager button on the **Scripts and Actions** tab).

Where appropriate, shortcut keys are shown in parentheses on menu selections.

### Running without the Control Panel

You may run UTS eXpress Plus without the control panel being visible using the NCP command line option as follows:

```
"c:\Program Files\KMSystems\UTSPPlus32\4.0\UTSPPlus32.exe" NCP
```

Note: The NCP option may not be set if you are running the network version of UTS eXpress Plus, UTS eXpress Net; however, the person responsible for maintaining UTS eXpress Net may configure your user id. to hide the control panel with an option in the **UTS eXpress Net Administrator** program.

To run with the NCP option, you must first run without it and configure at least one screen to automatically open at start-up. To configure:

- 1) Start UTS eXpress Plus without the NCP option.
- 2) Click the **Configure UTS eXpress Plus** button on the control panel.
- 3) Select and configure a screen as desired.
- 4) Check the **Open Screen on Start-up**
- 5) Repeat Steps 3 and 4 if additional screens are required.
- 6) Click the **OK** button.
- 7) Click the **Exit** button on the control panel.

Finally, add the NCP command line option to the **Target** entry of the **UTS eXpress Plus** shortcut as follows:

- 1) Right click on the **UTS eXpress Plus** icon. From the Windows Task Bar, this icon is on the **Start | Programs | UTS eXpress Plus** menu. For **UTS eXpress Net**, the icon may be on the desktop.
- 2) Select **Properties**.
- 3) Change the **Target** entry.

Note: When all screens are closed by the user, UTS eXpress Plus will automatically exit.

### Configuring UTS Keys

To change a UTS key, follow this procedure:

- 1) Click the **Configure** button on the UTS eXpress Plus Control Panel.
- 2) After selecting a screen tab, press the **Custom Keyboards** button on the **Appearance and Keyboard** tab. The **eXpress Custom Keyboard Layouts** window will appear.
- 3) Select the keyboard layout you wish to configure from the **Keyboard Name** drop-down list box, or a new layout using the **New Keyboard** button to the right. Note: Layouts are related via a named keyboard and associated with a particular screen on the **Appearance and Keyboards** tab. In this manner, it is possible for each configured screen to have its own unique keyboard layout or share a layout with other screens.

- 4) Select a key from the **Terminal Keys** list box.
- 5) Press the desired key or key combination (any key plus **Alt**, **Ctrl** and/or **Shift**) on the visual keyboard.
- 6) Press the **Set key assignment** button.
- 7) If a key is already defined, a message window will appear allowing you to replace (**Redefine**) the existing definition or **Add** an additional definition.
- 8) Press the **OK** button on the **eXpress Custom Keyboard Layouts** window.
- 9) Repeat steps 2 through 8 for each screen desired.
- 10) Press the **OK** button on the **UTS eXpress Plus Configuration** window.

### Creating a Tool Bar Button to Run a Script

After developing and saving a script with the Script Editor, the script is saved with a .BAS extension, and optionally as a compiled file (.BAX), in the SCRIPTS directory. This script is then available to be placed on a screen's **Script** menu (see the UTS eXpress Plus Scripts Manager) and/or on a tool bar. The following procedure illustrates the steps required to associate a script with a tool bar button:

- 1) Click the **Configure** button on the UTS eXpress Plus Control Panel.
- 2) After selecting a screen tab, press the **Custom Tool Bars** button on the **Appearance and Keyboard** tab. The **UTS eXpress Custom Tool Bar Design** window will appear. Note: If you wish to create your own tool bar by adding to the default tool bar, select **Open Default Tool Bar** from the **File** menu. After making changes, you may do a **Save As** from the **File** menu. Note: Tool bars are related via a tool bar file and associated with a particular screen on the **Appearance and Keyboard** tab. In this manner, it is possible for each configured screen to have its own unique tool bar or share a tool bar with other screens.
- 3) Note: A blank button is present at the top of the window in the area titled, *Tool Bar Preview Area*.
- 4) With this "blank" button selected, type the word(s) for the button face in the **Button Caption** text box.
- 5) If the text entered will not fit on the button face, increase the button width or decrease the font size.
- 6) From the **Select Action** drop-down list box, choose the desired script (Note: They are all the way down, at the bottom of the list box).
- 7) Click the **Assign Action** button. Now, when the button is pressed on the screen's tool bar, the script will be executed.
- 8) To move the button to another part of the tool bar, use the move arrows.
- 9) Press the **Close** button on the **UTS eXpress Custom Tool Bar Design** window.
- 10) Click the **Select** button to the left of the **Custom Tool Bars** button to attach any custom tool bar to the selected screen.
- 11) Repeat 2 through 10 for each screen desired.
- 12) Press the **OK** button on the **UTS eXpress Plus Configuration** window.

### Using Mapper "Look and Feel"

A useful option of UTS eXpress Plus is the Mapper "Look and Feel" feature. In general, this feature provides a graphical look to the Mapper user and gives function key capability when using the mouse. The Mapper "Look and Feel" feature was first implemented in Mapper level 35, but is not limited to Mapper users only. The feature may also be useful in any host application that supports the feature (e.g., DPS applications). To use the Mapper "Look and Feel" feature, follow this procedure:

- 1) Click the **Configure** button on the UTS eXpress Plus Control Panel.
- 2) After selecting the desired screen, set the **Mapper look** check box on the **Terminal Settings** tab.
- 3) Press the **OK** button.

For more on the display characteristics and restrictions of Mapper "Look and Fe see Mapper Look.

### Applying Colors and Fonts to Specific Screens

You may change the appearance of the text displayed on a UTS eXpress Plus screen by selecting from a list of screen fonts installed on your system. Colors may be applied based on field attributes displayed on the screen. To change the screen's font and or color, follow this procedure:

- 1) Click the **Configure** button on the UTS eXpress Plus Control Panel.
- 2) After selecting a screen tab, click the **Custom Appearance** button on the **Appearance and Keyboard** tab.

- 3) Select a scheme name from the **Appearance Scheme Name** drop-down list box or press the **New Scheme** button and name a new scheme. Note: Colors and fonts are related via a scheme name and associated with a particular screen on the **Appearance and Keyboard** tab. In this manner, it is possible for each configured screen to have its own unique font and color scheme or share a scheme with other screens.
- 4) Select the desired font and font sty with the controls at the bottom of the window in the **Screen Font** group.
- 5) For color changes, select a field attribute from the option buttons in the **Select Color for Attribute** option group. *Note: If the terminal type chosen is UTS60, the colors may only be set by host application software (e.g., MAPPER, DPS, etc.).*
- 6) Next, select the foreground (text) and background colors from the two drop-down list boxes provided.
- 7) Repeat Steps 5 and 6 for each attribute required by your host application.
- 8) From the **Select Screen Appearance Scheme** drop-down list box, select the custom appearance scheme.
- 9) Repeat Steps 2 through 8 for each screen desired.
- 10) Press the **OK** button on the **UTS eXpress Plus Configuration** window.

### Changing Screen Dimensions

The default dimensions of a UTS eXpress Plus screen is 24 rows by 80 columns. If a host application supports a different size (e.g., 49x80, 24x132, etc.), you may change the dimensions with the following procedure:

- 1) Click the **Configure** button on the UTS eXpress Plus Control Panel.
- 2) After selecting the desired screen tab, click the **Configure Routes** button.
- 3) On the **eXpress Connect Visual Configuration** window, double-click the selected route.
- 4) Change the **Rows** and **Columns** as required.
- 5) Press the **OK** buttons repeatedly to exit the configuration process and return to the emulator.

Note: If a screen is open when the above change is made, it must be closed and reopened for the dimension change to take effect.

### Recall Recent Input

On occasion, you may wish to recall or retransmit a line of input to the host, and that line, no longer appears on the screen. From one execution of UTS eXpress Plus to another, eXpress retains a list of the 200 most recent lines sent to the host. The following procedure outlines the steps required to use this feature:

- 1) Position the cursor at the point on the screen where you wish the line to be repainted.
- 2) Press **Ctrl+Up Arrow** (this key is configurable, see Configuring UTS Keys) or select **Input Recall** from the **Edit** menu.
- 3) With the mouse, select the desired line from the list box provided.
- 4) Click the **Transmit** button to paint the line and transmit it to the host (double-clicking the line will also cause a transmit). If you wish to alter the line before transmitting, click on the **Paste** button.

Note: This feature is particularly useful when the recall line is lengthy and you wish to avoid having to retype the entire line.

### Using UTS Function Keys

Many host applications support the use of UTS function keys. UTS eXpress Plus supports all 22 function keys (**F1** through **F22**) that may be selected traditionally from the keyboard or with the mouse using buttons on a tool bar. To display the default tool bar, select the **Show Tool Bar** toggle on the **View** menu.

Note: A button is also provided for the standard UTS Message Wait (**MsgWait**) and Key Unlock (**Unlock**) functions.

### Displaying UTS eXpress Plus Keyboard Definitions

At times, you may wish to perform standard UTS terminal functions through the keyboard such as ERASE TO END FIELD, TAB BACK, etc. An easy way to see the keyboard key sequences required to perform these UTS terminal functions is through the display of the **UTS eXpress Plus Keyboard Definition** window. To view this window, select **Show Keyboard Help Window** from the **View** menu.

Execute any key (**UTS key** or **Keyboard Key Sequence**) in the window's list box by double clicking on it, or leave the window displayed as a reference to key sequences required from the keyboard.

With the **UTS eXpress Plus Keyboard Definition** window displayed, you may reposition the cursor with two left mouse clicks anywhere in a UTS eXpress Plus screen.

To keep the **UTS eXpress Plus Keyboard Definition** window completely visible while working on a UTS eXpress Plus screen, check the **Stay on top** box.

### Assign Printers to Screens

UTS eXpress Plus allows you to assign printer definitions to individual screens. Here are some of the benefits:

- You can configure the same printer many times with different fonts and/or orientation.
- You can give each configured UTS Printer a meaningful name like "Lexmark 9pt Portrait," "Lexmark Landscape" or "HP Passthru mode".
- Each screen can have different printers. Each DID, for each screen, can be a different printer.
- If a printer is not assigned at run-time, the current Windows default printer is used.

To assign a printer to a screen that is already opened, follow this procedure:

- 1) Select **Printer Assignment** from the **File** menu and proceed to Step 3, below.

To assign a printer to a screen from the **UTS eXpress Plus Configuration** menu:

- 1) Select the appropriate **Screen** tab.
- 2) Click on the **Select Printers** button on the **Terminal Settings** tab.
- 3) Press the **Select** button for the desired DID.
- 4) If the printer was previously configured, select it from the **Available Terminal Printers** list box, click on the OK button and skip to Step 9.
- 5) To add a new local printer, press the **Add Printer** button.
- 6) Enter any meaningful name and click the **OK** button.
- 7) From the **Selected Printer** drop-down list box, select the installed printer that you want to link to the **Local Printer Name**. Note: If the desired printer is not in the list box, you will need to install it with Windows (**Start, Settings, Printers** from the Windows active task bar and the **Add Printer** icon).
- 8) Set other options desired (font, passthrough, etc.) on the three tabs and press the **OK** button to assign the printer.
- 9) Click the **OK** buttons on each of the successive UTS eXpress Plus dialogs to complete the process.

### Printing

There are two forms of printing available in UTS eXpress Plus: Printing an exact image of the entire screen and UTS screen-printing (printing from the most recent SOE to the cursor).

To print an exact screen image, follow this procedure:

- 1) Select **Print Screen (All)** from the **File** menu (or **Ctrl+P**) or by using the corresponding button on the tool bar.

To use the UTS screen-printing feature, follow this procedure:

- 1) Select **Print Screen (UTS)** from the **File** menu (or **Ctrl+U**).
- 2) Return to the host session and perform any host printing tasks (@@PRNT, MAPPER AUX printing, etc.).

Note: The **Ctrl+P** and **Ctrl+U** are the default key combinations used for printing with UTS eXpress Plus; however, both may be reconfigured to other keys or key combinations (see UTS keyboard key settings).

### Printing to a File

To print to a file, you need to set up a pseudo-printer that will direct the print output to a file. You may set this pseudo-printer from two places: 1) from the emulator screens' **File, Print Assignment** menu selection or 2) by pressing the **Assign Printers** button on the **Terminal Settings** tab of the **UTS eXpress Plus Configuration** dialog. Note: In either case, the printer, or in this case file, must always be associated with a particular configured screen.

To assign the print file from the emulator screen, follow these steps:

- 1) Select **Printer Assignment...** from the **File** menu.
- 2) Go to Step 5, below.

To assign the print file from the **UTS eXpress Plus Configuration** dialog:

- 1) Click the desired **Screen** tab.
- 2) Click the **Select Printers** button.

- 3) Click the **Select** button for one of the three printer devices available on the **Screen Printer Device Assignments** window. Note: If the print output is from selecting one of the **Print Screen** controls from the emulator's **File** menu, then **Printer Device 1 (DID1)** must be used.
- 4) Click the **Add Printer** button on the **Terminal Printer Setup** dialog and enter a unique local name.
- 5) On the **Printer Device Selection and Setup** dialog, select "<Text file>" from the **Selected Printer** drop-down list box.
- 6) Press the **OK** button on all dialogs until you are back to your original starting point.

The print sequence may now be initiated from whichever screen has the print file assigned. When the print action begins, you will be solicited for the file name.



## Miscellaneous

### Command Line Options

The following are the UTS command line options. They are NOT case sensitive and are separated by spaces:

- NL** = No Logo (Splash Screen)
- NCP** = No Control Panel
- SMAx** = Show Screens Maximized
- TRANSTRACE** = Transport Trace On Start
- MULTI\_INST** = Allow multiple instances of program

Note: The NCP option may not be set if you are running the network version of UTS eXpress Plus, UTS eXpress Net; however, the person responsible for maintaining UTS eXpress Net may configure your user id. to hide the control panel with an option in the **UTS eXpress Net Admin** program.

### Font Limitations

The ability to increase/decrease font size by a single point only works properly when using scalable fonts like the True Type font, Courier New (installed with Windows). Non-scalable fonts have a fixed number of point sizes available (e.g., 6, 9, 11, 14, etc.) and are missing several point sizes (e.g., 7, 8, 10, 12, 13). Consequently, UTS eXpress Plus will be unable to increment/decrement to the missing sizes. To select a different font, follow this procedure:

1. Click on the **Configure** button on the UTS eXpress Plus Control Panel.
2. After selecting the desired screen tab, select the **Appearance and Keyboard** tab.
3. Click the **Custom Appearance** button.
4. Select the font and font style desired from the controls in the **Screen Font** group at the bottom of the window.
5. Press the **OK** button.

Note: All of the True Type fonts are scalable.

### Technical Support

If you are experiencing difficulties configuring UTS eXpress Plus and need assistance, please contact the person responsible for maintaining UTS eXpress Plus at your site. If you are having trouble connecting to a host mainframe, please consult the person(s) responsible for maintaining communications at your site. If difficulties persist, you may reach the Technical Support Group at KMSYS Worldwide, Inc., through one of the following:

Internet E-mail Support – [support@kmsys.com](mailto:support@kmsys.com)  
Telephone Support – (770) 635-6363  
Web Site – [www.kmsys.com](http://www.kmsys.com)  
Main Number – (770) 635-6350  
Facsimile – (770) 635-6351





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