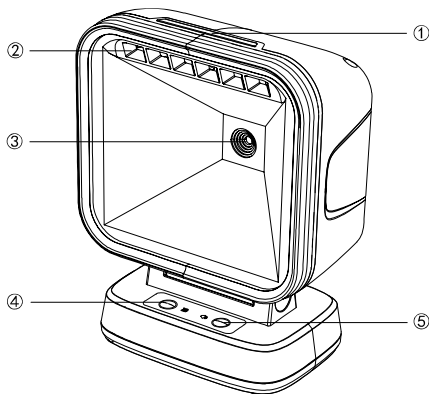


2D scanning platform Quick Setup Manual

X1 (1000)



- ① Pilot lamp
- ② Fill light
- ③ Camera
- ④ QR code on/off
- ⑤ Sound switching

1. Factory reset

Note: Please use the "Factory Reset" function with caution, after reading this setting code, the current parameter settings will be lost and replaced by the factory default values.



Factory reset

2. Communication interface

The 2D barcode scanning platform provides USB keyboard interface, USB-COM virtual serial communication interface to communicate with the host. Through the communication interface, you can receive reading data and change the functional parameters of the QR code scanning platform.



** USB-KBW



USB-COM

3. Symbol switch

Click the "QR code on/off" button, you can turn on/off the QR code reading, choose whether to recognize the QR code according to the needs in a specific scene, the indicator light means that the QR code reading is on, the indicator light off means that the QR code reading is turned off, and only the 1D code can be read.

4. Tone settings

Click the "Sound Switching" button, you can set different frequency tones, a total of four styles of prompt sounds and mute modes, click the button to switch between these modes, the indicator light is off when muted.

5. Country/language keyboard layout selection

The keyboard key arrangement and symbols corresponding to different national languages are different. It can be virtualized into different national keyboard formats as needed.



** US keyboard



France



Italy



Germany



Spain



Russia

6. Modify the terminator

Reading the following setting code, you can quickly set the terminator to carriage return, carriage return + line feed or TAB key.



**Carriage Enter



Carriage Enter + line feed



TAB



No terminator

7. Reading mode setting



** Induction mode



Continuous mode

8. Case conversion

Read the following setup code to convert uppercase and lowercase letters in the output data.



** No conversion



All in uppercase



All lowercase



Case swapping