

ET1 ENTERPRISE TABLET INTEGRATOR GUIDE



ET1 ENTERPRISIE TABLET INTEGRATOR GUIDE

72E-148511-01

Rev. A

December 2011

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Revision History

Changes to the original guide are listed below:

Change	Date	Description
-01 Rev A	12/23/2011	Initial release.

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ABOUT THIS GUIDE

Introduction

This guide provides information about using the ET1 Enterprise Tablet and accessories.



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

Documentation Set

The documentation set for the ET1 provides information for specific user needs, and includes:

- **ET1 Quick Start Guide** - describes how to get the ET1 up and running.
- **ET1 User Guide** - describes how to use the ET1.
- **ET1 Integrator Guide** - describes how to set up the ET1 and accessories.

Configurations

This guide covers the following configurations:

Configuration	Radios	Display	Memory	Data Capture Options	Operating System
ET1N0	WLAN: 802.11a/b/g/n WPAN: Bluetooth v2.1 with EDR	7.0" WSVGA Color	1 MB RAM / 4 GB Flash / 4 GB microSD card	camera, optional CS3070	Android based, AOSP 2.3

Versions

To determine the current hardware and software versions touch  > **Settings** > **About device**.

- **Serial number** - Displays the serial number.
- **Model number** - Displays the model number.
- **Android version** - Displays the operating system version.
- **Kernal version** - Displays the kernal number.
- **Build number** - Displays the software build number.

Chapter Descriptions

Topics covered in this guide are as follows:

- *Chapter 1, Getting Started* provides information on getting the ET1 up and running for the first time.
- *Chapter 2, Accessories* describes the available accessories and how to use them with the ET1.
- *Chapter 3, USB Communication* describes how to connect the ET1 to a host computer using USB.
- *Chapter 4, DataWedge Configuration* describes how to use and configure the DataWedge application.
- *Chapter 5, WLAN Configuration* describes the available accessories and how to use them with the ET1.
- *Chapter 6, Multi-user Login* describes the available accessories and how to use them with the ET1.
- *Chapter 7, App-lock* describes the available accessories and how to use them with the ET1.
- *Chapter 8, Secure Store* describes the available accessories and how to use them with the ET1.
- *Chapter 7, Settings* describes the available accessories and how to use them with the ET1.
- *Chapter 8, Application Deployment* explains Bluetooth functionality on the ET1.
- *Chapter 9, Maintenance & Troubleshooting* includes instructions on cleaning and storing the ET1, and provides troubleshooting solutions for potential problems during ET1 operation.
- *Appendix A, Technical Specifications* provides the technical specifications for the ET1.

Notational Conventions

The following conventions are used in this document:

- *Italics* are used to highlight the following:
 - Chapters and sections in this and related documents
 - Icons on a screen.
- **Bold** text is used to highlight the following:
 - Dialog box, window, and screen names
 - Drop-down list and list box names
 - Check box and radio button names
 - Key names on a keypad
 - Button names on a screen.

- bullets (•) indicate:
 - Action items
 - Lists of alternatives
 - Lists of required steps that are not necessarily sequential
- Sequential lists (e.g., those that describe step-by-step procedures) appear as numbered lists.

Related Documents

- *ET1 Quick Start Guide*, p/n 72-148509-xx.
- *ET1 Regulatory Guide*, p/n 72-148509-xx.
- *ET1 Enterprise Tablet User Guide*, p/n 72E-148510-xx.
- *MSP Client Software Guide*, p/n 72E-128805-xx
- *MSP 3.3.1 Release Notes*, p/n 72E-100160-xx.

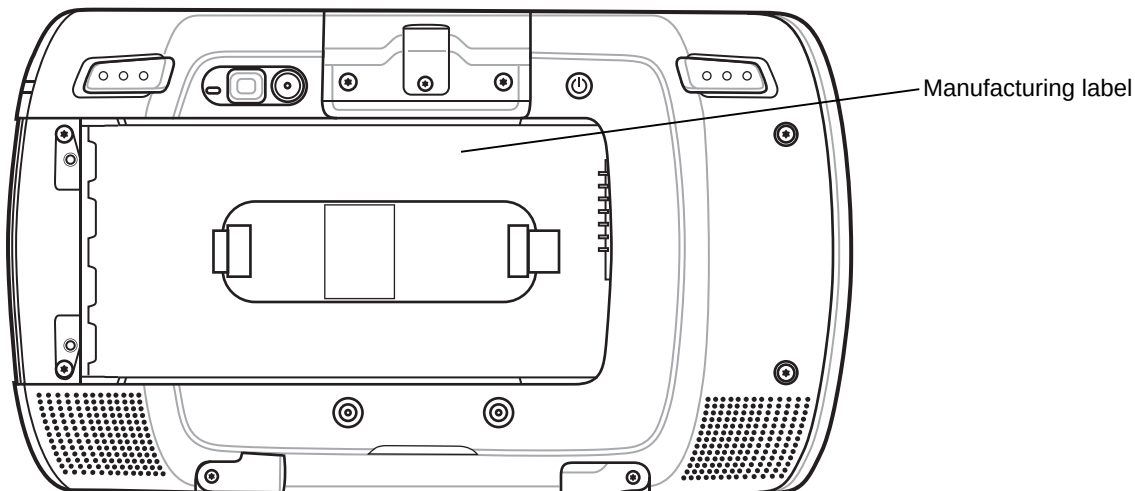
For the latest version of this guide and all guides, go to: <http://supportcentral.motorola.com>

Service Information

If you have a problem with your equipment, contact Motorola Solutions support for your region. Contact information is available at: <http://www.motorolasolutions.com/support>.

When contacting Motorola Solutions Global Customer Support, please have the following information available:

- Serial number of the unit (found on manufacturing label)
- Model number or product name (found on manufacturing label)
- Software type and version number



Motorola Solutions responds to calls by email, telephone or fax within the time limits set forth in support agreements.

If your problem cannot be solved by Motorola Solutions Support, you may need to return your equipment for servicing and will be given specific directions. Motorola Solutions is not responsible for any damages incurred

during shipment if the approved shipping container is not used. Shipping the units improperly can possibly void the warranty.

If you purchased your Motorola Solutions business product from a Motorola business partner, contact that business partner for support.

CHAPTER 1 GETTING STARTED

Introduction

This chapter provides information about the ET1, accessories, charging, and resetting the ET1.

Unpacking the ET1

Carefully remove all protective material from the ET1 and save the shipping container for later storage and shipping. Verify that you received the following equipment:

- ET1
- Lithium-ion battery
- Regulatory Guide
- Quick Start Guide.

Inspect the equipment. If any equipment is missing or damaged, contact the Motorola Solutions Global Customer Support immediately. See [Service Information on page xiii](#) for contact information.

Prior to using the ET1 for the first time, remove the protective shipping film that covers the scan window, display and camera window.

Getting Started

To start using the ET1 for the first time:

- Install the main battery.
- Charge the ET1.
- Power on the ET1.

Installing the Battery

To install the battery:

1. Align the tracks on the side of the battery with the rails in the battery compartment.
2. Push the battery in until the battery release latch snaps into place.
3. If the battery is charged, press and hold the Power button for two seconds until the splash screen appears.

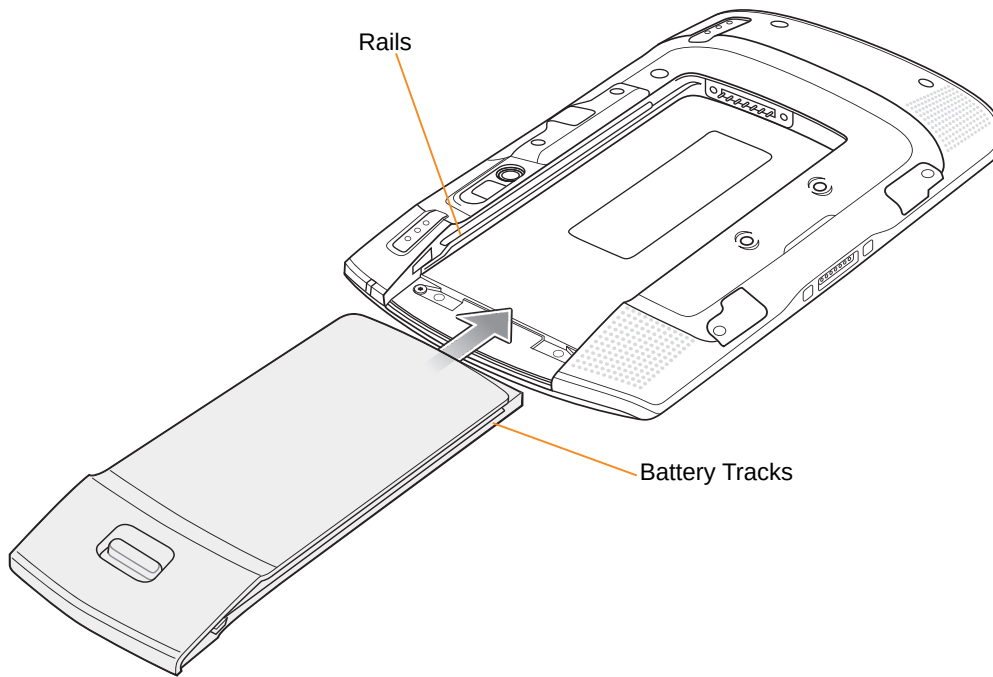


Figure 1-1 Inserting the Battery

Charging the Battery



CAUTION Ensure that you follow the guidelines for battery safety described in [Battery Safety Guidelines on page 9-1](#).

Charging the Main Battery

Before using the ET1 for the first time, charge the main battery until the Battery Charge LED turns solid green (see [Table 1-1 on page 1-3](#) for charge status indications). To charge the ET1, use a cable or a cradle with the appropriate power supply. For information about the accessories available for the ET1, see [Chapter 9, Accessories](#).

The ET1 is equipped with a memory backup battery that automatically charges from the fully-charged main battery. When using the ET1 for the first time, the backup battery requires approximately 40 hours to fully charge. This is also true any time the backup battery is discharged, which occurs when the main battery is removed for several hours. The backup battery retains RAM data in memory for at least 15 minutes (at room temperature) when the ET1's main battery is removed, when Battery Swap feature is used. When the ET1 reaches a very low battery state, the combination of main battery and backup battery retains RAM data in memory for at least 36 hours.

For cable and cradle setup and charging procedures, see [Chapter 2, Accessories](#).

- USB/Charge Cable

- Single-slot USB Docking Cradle
- Four-slot Charge Only Docking Cradle
- Four-slot Battery Charger.

To charge the main battery:

1. Connect the charging accessory to the appropriate power source.
2. Insert the ET1 into a cradle or attach to a cable. The ET1 begins charging. The Battery Charge LED blinks yellow while charging, then turns solid green when fully charged. See [Table 1-1](#) for charging indications.

The 4620 mAh battery fully charges in approximately six hours.

Table 1-1 *Battery Charge LED Status*

Status	Indication
Off	ET1 is not charging. ET1 is not inserted correctly in the cradle. ET1 is not connected to a power source. Charger or cradle is not powered.
Slow Blinking Yellow (3 blinks every 2 seconds)	ET1 is charging.
Solid Green	Fully charged.
Fast Blinking Yellow (3 blinks/second)	Charging error, e.g.: • Temperature is too low or too high. • Charging has gone on too long without completion (typically eight hours).
Flashes Yellow three times when Power button pressed	Critical battery level. Battery too low to boot device.
Fast blinking Yellow when Power button pressed	Battery over-temperature condition. Device shuts down. Battery will not charge until temperature returns to normal operating value.

Charging Temperature

Charge batteries in temperatures from 0°C to 40°C (32°F to 104°F). Note that charging is intelligently controlled by the ET1.

To accomplish this, for small periods of time, the ET1 or accessory alternately enables and disables battery charging to keep the battery at acceptable temperatures. The ET1 or accessory indicates when charging is disabled due to abnormal temperatures via its LED. See [Table 1-1](#).

Charging Spare Batteries

See [Chapter 2, Accessories](#) for information on using accessories to change spare batteries.

Powering On the ET1

Press the Power button until the Battery Charge LED flashes three times. The splash screen displays for about a minute as the ET1 initializes its flash file system. Note that these windows also appear upon reset.

Powering Off the ET1

Press and hold the Power button until the **Device options** menu appears. Touch **Power off** and then **OK**.

Replacing the Battery



NOTE Do not remove microSD card while in Battery Swap mode.

Ensure that the Battery Swap mode procedures are followed, otherwise the backup battery will deplete quickly.

To replace the battery:

1. Press the **Power** button until the **Device options** menu displays.
2. Touch **Battery Swap**. The Scan LED lights red.
3. Wait until the Scan LED turns off.
4. Press thumb against the side of the ET1 and battery. Using the index and middle fingers, move the battery release latch toward thumb.
5. Pull the battery out of the battery compartment.

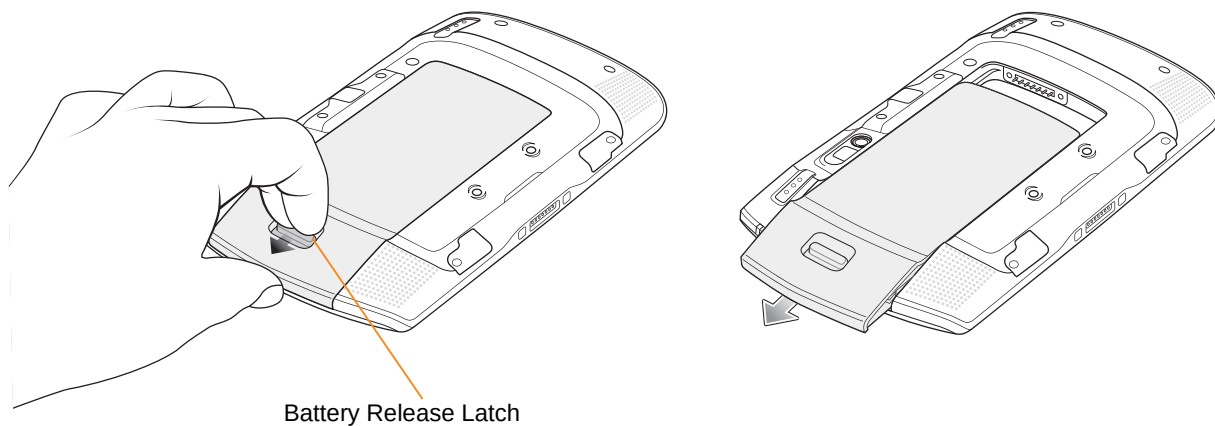


Figure 1-2 *Removing the Battery*

6. Align the tracks on the side of the replacement battery with the rails in the battery compartment.
7. Push the battery in until the battery release latch snaps into place.
8. Press the Power button to turn on the ET1.

Resetting the ET1

There are four reset functions:

- Soft Reset
- Hard Reset
- Enterprise Reset

- Factory Reset.

Soft Reset

Perform a Soft Reset when applications become unresponsive.

To perform a Soft Reset:

1. Press and hold the Power button until the **Device options** menu appears.
2. Touch **Reset**.

Hard Reset

Perform a Hard Reset when the ET1 stops functioning. To perform a Hard Reset simultaneously press and release the Left Scan/Action, Right Scan/Action and Power buttons on the back of the ET1.

Enterprise Reset

An Enterprise Reset erases all data in the /cache and /data partitions and clears all ET1 settings, except those in the /enterprise partition.

To perform an Enterprise Reset:

1. Download the Enterprise Reset file from Motorola Support Central web site.
2. Copy the ET1N0GxxERxxxxxx.zip file to the root directory of the microSD card. See [Chapter 3, USB Communication](#).
3. Press and hold the Power button until the **Device options** menu appears.
4. Touch **Reset**.
5. Touch **OK**. The ET1 resets.
6. Press and hold the Right Scan/Action button.
7. When the Recovery Mode screen appears release the Right Scan/Action button.

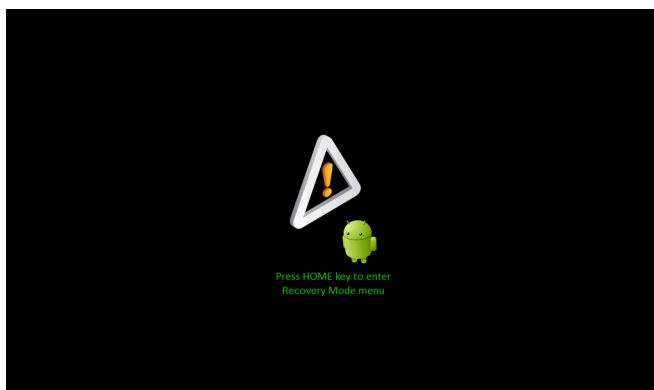


Figure 1-3 Recovery Mode Screen

8. Touch . The System Recovery screen appears.

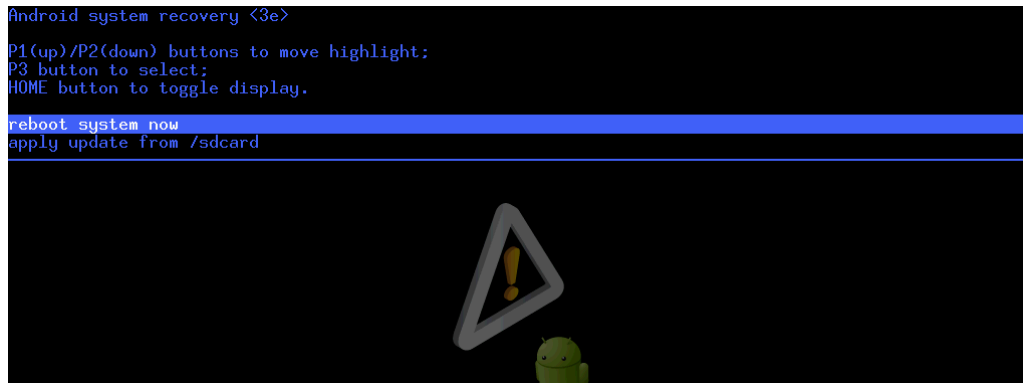


Figure 1-4 System Recovery Screen

9. Touch **P1** or **P2** to navigate to the **apply update from /sdcard** option.
10. Touch **P3**.
11. Touch **P1** or **P2** to navigate to the ET1N0GxxERxxxxxxx.zip file.
12. Touch **P3**. The Enterprise Reset occurs and then the ET1 resets.

Factory Reset

A Factory Reset erases all data in the /cache, /data and /enterprise partitions in internal storage and clears all ET1 device settings. A Factory Reset returns the ET1 to the last installed operating system image. To revert to a previous operating system version, re-install that operating system image. See [System Update on page 8-7](#).

To perform a Factory Reset:

1. Download the Factory Reset file from Motorola Support Central web site.
2. Copy the ET1N0GxxFRxxxxxxx.zip file to the root directory of the microSD card. See [Chapter 3, USB Communication](#).
3. Press and hold the Power button until the **Device options** menu appears.
4. Touch **Reset**.
5. Touch **OK**. The ET1 resets.
6. Press and hold the Right Scan/Action button.
7. When the Recovery Mode screen appears release the Right Scan/Action button.

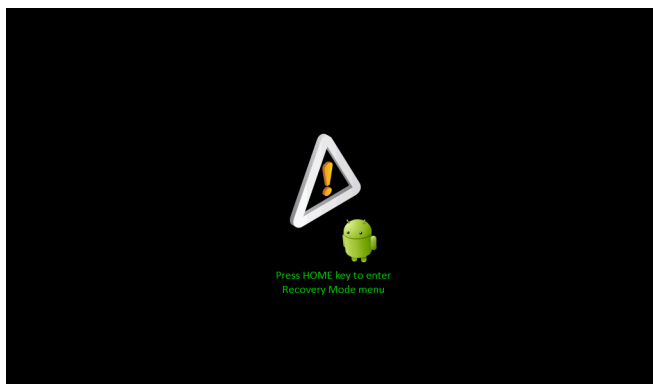


Figure 1-5 Recovery Mode Screen

8. Touch . The System Recovery screen appears.



Figure 1-6 System Recovery Screen

9. Touch **P1** or **P2** to navigate to the **apply update from /sdcard** option.
10. Touch **P3**.
11. Touch **P1** or **P2** to navigate to the ET1N0GxxFRxxxxxxx.zip file.
12. Touch **P3**. The Factory Reset occurs and then the ET1 resets.

Waking the ET1

The wake-up conditions define what actions wake up the ET1 after it has gone into suspend mode or has been placed in Battery Swap mode. The ET1 can go into suspend mode by either pressing the Power button or automatically by a time-out settings. These settings are configurable and the factory default settings are shown in [Table 1-2](#) are subject to change/update.

Table 1-2 Wake-up Default Settings

Condition for Wake-up	User Configurable	Wake from Suspend	Wake from Battery Swap Suspend
Press the Power button	No	Yes	Yes
Real-time Clock	No	No	Yes
Apply AC power	No	Yes	No
Press the Left or Right Scan/Action button	Yes	Yes	No
G-sensor activity	Yes	Yes	No
Bluetooth activity	Yes	Yes	No

To set the user configurable wake conditions, touch  > **Settings** > **Wake up source**.



Figure 1-7 *Wake Up Source Screen*

Touch the checkbox to enable or disable the wake up condition.

CHAPTER 2 ACCESSORIES

Introduction

This chapter provides set up information for the following ET1 accessories.

Table 2-1 *ET1 Accessories*

Accessory	Part Number	Description
Cradles		
Single-slot USB Docking Cradle	DC1000-1000U	Charges the ET1 main battery and a spare battery. Synchronizes the ET1 with a host computer through a USB connection.
Four-slot Charge Only Docking Cradle	DC1000-4000C	Charges up to four ET1 devices.
Chargers		
Four-slot Spare Battery Charger	SAC1000-4000C	Charges up to four ET1 battery packs.
Power Supply	PWRS-14000-148C	Provides power to the Single-slot USB Docking cradle or the USB/Charge cable. 12 VDC, 4.16A.
Power Supply	PWRS-14000-241R	Provides power to the Four-slot Charge Only Docking cradle or the Four-slot Battery Charger. 12 VDC 9A.
Cables		
USB/Charge Cable	25-153149-01R	Provides power to the ET1 and USB communication with a host computer.
DC Charge Cable	50-16002-029R	Connects one power supply to the one Four-slot Charge Only Docking Cradle or the Four-slot Battery Charger.

Table 2-1 ET1 Accessories (Continued)

Accessory	Part Number	Description
2-way Charge Cable	25-153150-01R	Connects one power supply to: • one Four-slot Charge Only Docking Cradle and one Four-slot Battery Charger • two Four-slot Battery Chargers.
US AC Line Cord (3-wire)	23844-00-00R	Provides power to the power supplies.
International AC line Cord	-	Provides power to the power supplies. Purchase separately.
Miscellaneous		
Spare Battery	BTRY-ET01EAB0E BTRY-ET01EAB0E-10	Replacement 4620 mAh battery. Replacement 4620 mAh battery (10-pack).
Handstrap	SG-ET0123245-01R	Adjustable and 360-degree rotatable handstrap that mounts on the back of the ET1 and provides secure option for holding the device.

Single-slot USB Docking Cradle

The Single-slot USB Docking Cradle:

- Provides 12 VDC power for operating and charging the ET1.
- Synchronizes information between the ET1 and a host computer. See [Chapter 3, USB Communication](#) for information on connecting the ET1 and a host computer.

Setup

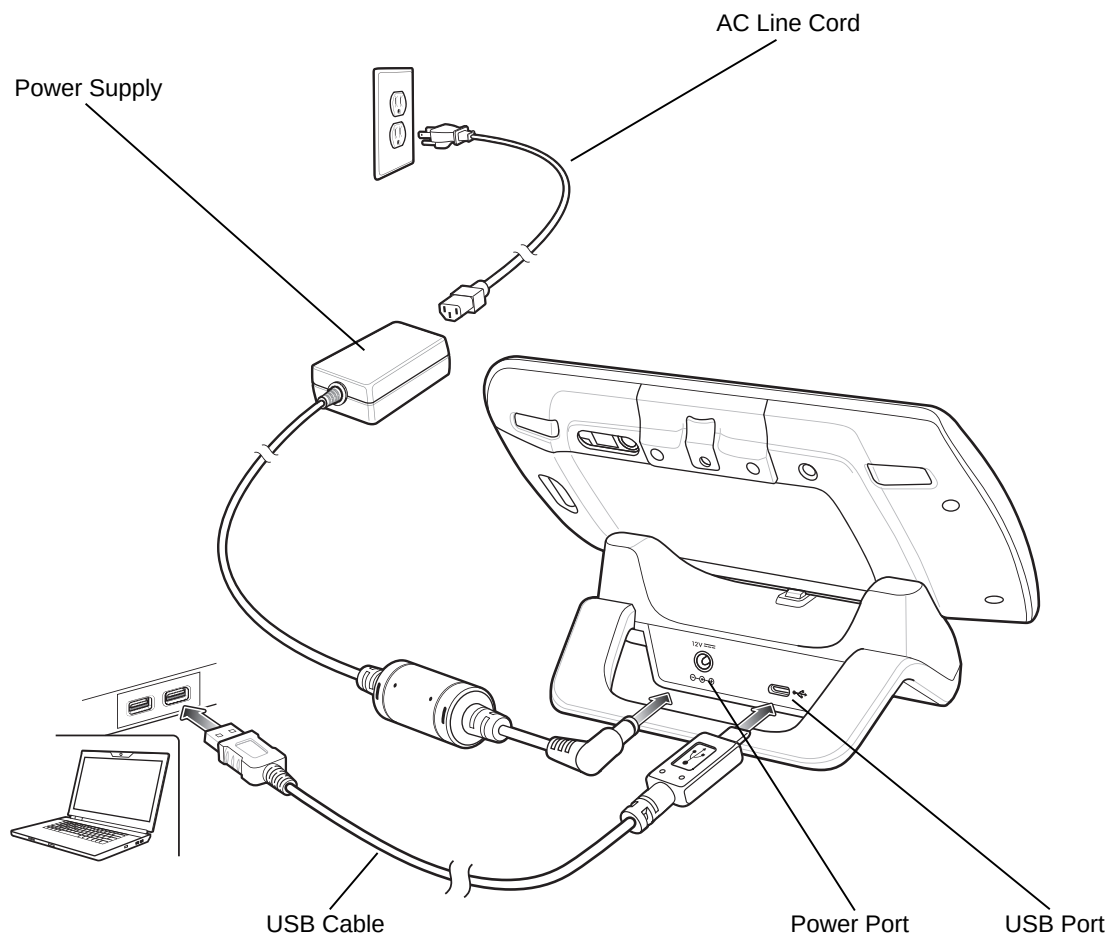


Figure 2-1 Single-slot USB Docking Cradle Power and USB Connections

Charging the ET1 Battery

To charge the battery:

1. Set up the cradle as shown in [Figure 2-1](#).
2. Place the ET1 into the cradle.

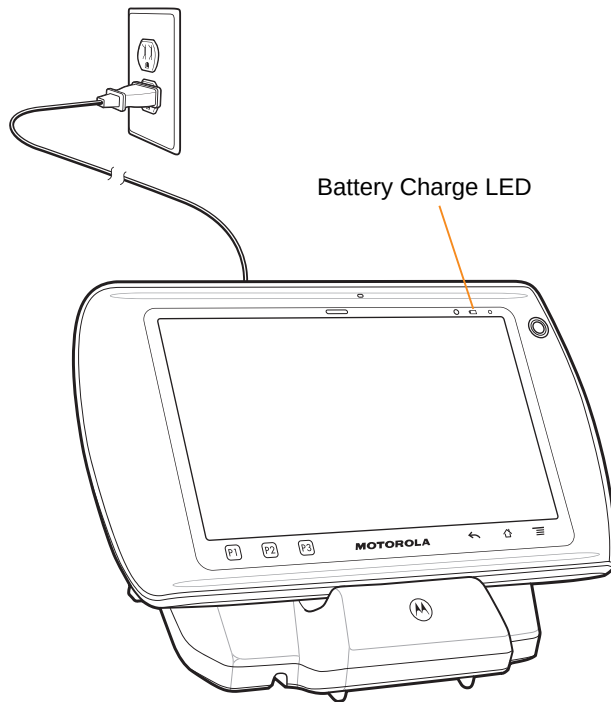


Figure 2-2 ET1 Battery Charging

The Battery Charge LED indicates the status of the battery charging in the ET1. See [Table 1-1 on page 1-3](#) for charging status indications. The 4620 mAh battery fully charges in approximately six hours.

Charge batteries in temperatures from 0°C to 40°C (32°F to 104°F). Charging is intelligently controlled by the ET1. To accomplish this, for small periods of time, the ET1 or accessory alternately enables and disables battery charging to keep the battery at acceptable temperatures. The ET1 indicates when charging is disabled due to abnormal temperatures via the Battery Charge LED. See [Table 1-1 on page 1-3](#).

Four-slot Charge Only Docking Cradle

The Four-slot Charge Only Docking Cradle:

- Provides 12 VDC power for operating the ET1.
- Simultaneously charges up to four ET1s.

Setup

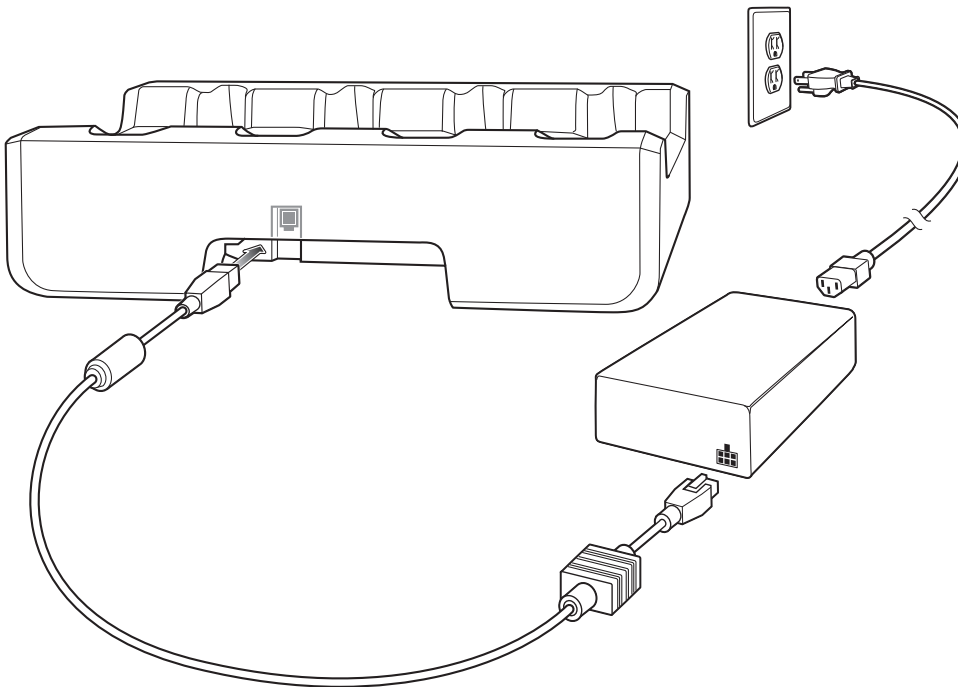


Figure 2-3 *Four-slot Charge Only Docking Cradle Power Connection*

Insert the ET1 into a slot to begin charging.

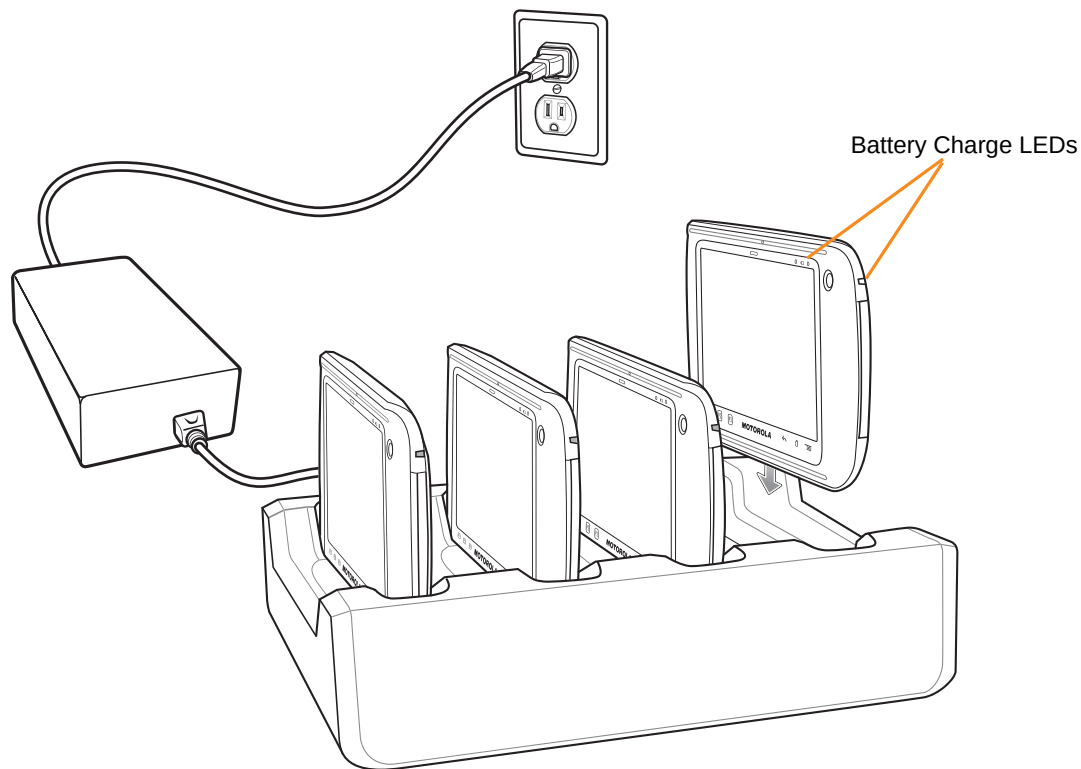


Figure 2-4 ET1 Battery Charging

The Battery Charge LEDs indicate the status of the battery charging in the ET1. See [Table 1-1 on page 1-3](#) for charging status indications. The 4620 mAh battery fully charges in approximately six hours.

Charge batteries in temperatures from 0°C to 40°C (32°F to 104°F). Charging is intelligently controlled by the ET1. To accomplish this, for small periods of time, the ET1 alternately enables and disables battery charging to keep the battery at acceptable temperatures. The ET1 indicates when charging is disabled due to abnormal temperatures via the Battery Charge LED. See [Table 1-1 on page 1-3](#).

Four-slot Battery Charger

The Four-slot Battery Charger charges up to four ET1 spare batteries.

Setup

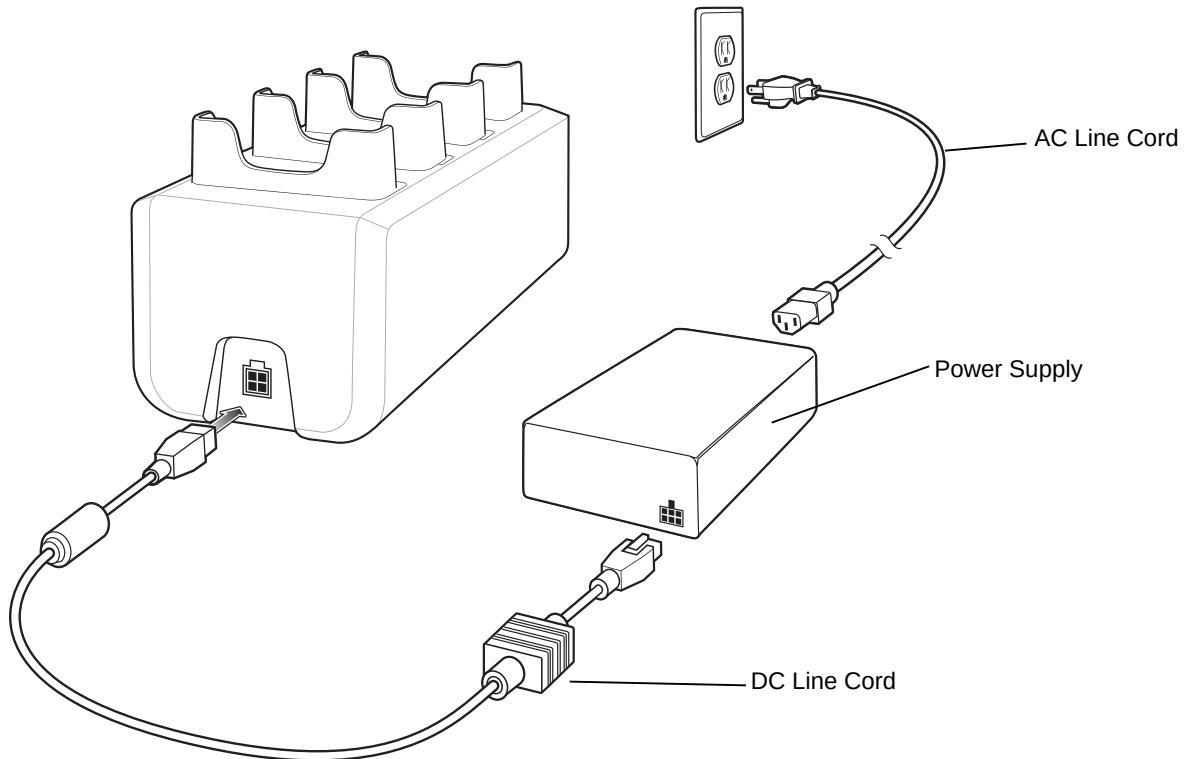


Figure 2-5 *Four-slot Spare Battery Charger*

To charge spare batteries:

1. Setup the charger as shown above.
2. Insert the spare battery into a spare battery charging well.

A Charge LED is provided for each battery charging well. See [Table 2-2](#) for charging status indications. The 4620 mAh battery fully charges in approximately six hours.

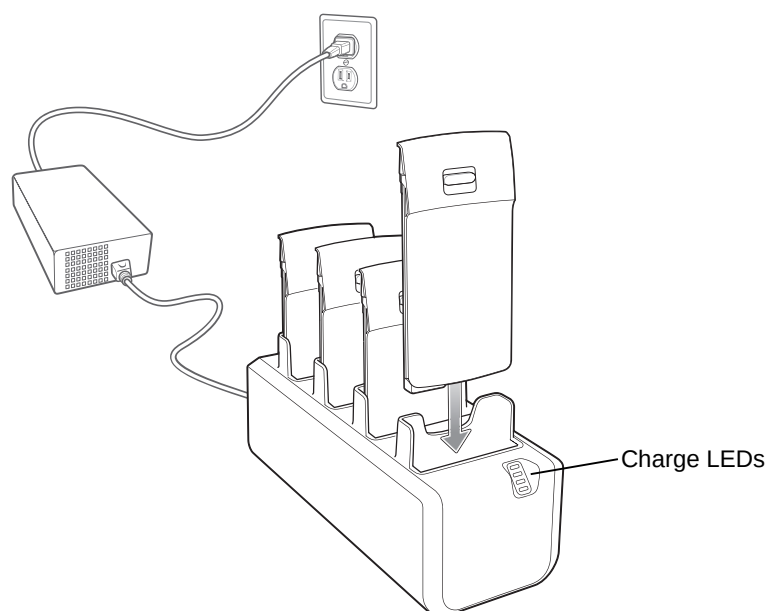


Figure 2-6 Charging Batteries

Charge batteries in temperatures from 0°C to 40°C (32°F to 104°F). Charging is intelligently controlled by the charger in order to ensure safe operation and optimize long-term battery life. To accomplish this, for small periods of time, the charger alternately enables and disables battery charging to keep the battery at acceptable temperatures. The charger indicates when charging is disabled due to abnormal temperatures via the Charge LED. See [Table 2-2](#).

Table 2-2 Spare Battery Charge LED Indicators

LED	Indication
Off	No spare battery in slot. Spare battery not placed correctly. Cradle is not powered.
Fast Blinking Amber	Error in charging; check placement of spare battery.
Slow Blinking Amber	Spare battery is charging.
Solid Green	Charging complete.

USB/Charge Cable

The USB/Charge cable:

- Provides 12 VDC power for operating and charging the ET1 (with a power supply).
- Synchronizes information between the ET1 and a host computer. See [Chapter 3, USB Communication](#) for information on connecting the ET1 and a host computer.

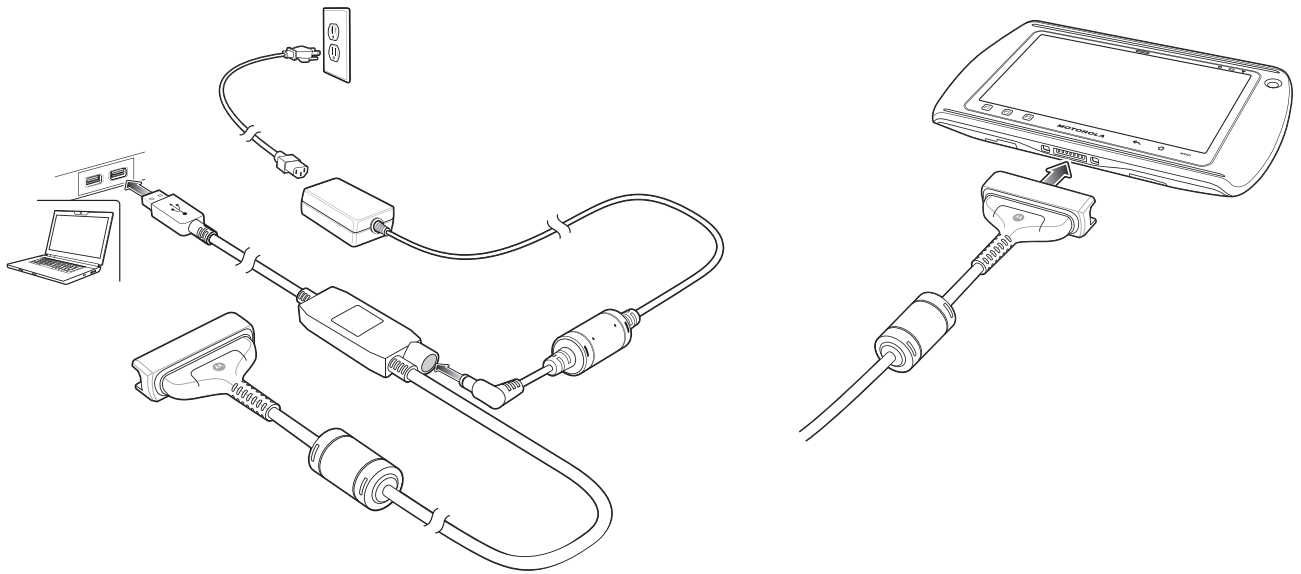


Figure 2-7 USB/Charge Cable Setup

Charging the ET1 Battery

To charge the battery:

1. Setup the cable as shown above.
2. Connect the cable cup to the bottom of the ET1. Align the ends of the cup with the alignment marks on the ET1.

The Battery Charge LED indicates the status of the battery charging in the ET1. See [Table 1-1 on page 1-3](#) for charging status indications. The 4620 mAh battery fully charges in approximately six hours.

Charge batteries in temperatures from 0°C to 40°C (32°F to 104°F). Charging is intelligently controlled by the ET1. To accomplish this, for small periods of time, the ET1 or accessory alternately enables and disables battery charging to keep the battery at acceptable temperatures. The ET1 indicates when charging is disabled due to abnormal temperatures via the Battery Charge LED. See [Table 1-1 on page 1-3](#).

2-way Charge Cable



CAUTION Do not connect two Four-slot Charge Only cradles to one 2-way Charge Cable.

The 2-way Charge cable provides 12 VDC power to:

- one Four-slot Charge Only Docking cradle and one Four-slot Spare battery Charger.
- two Four-slot Spare Battery Chargers.

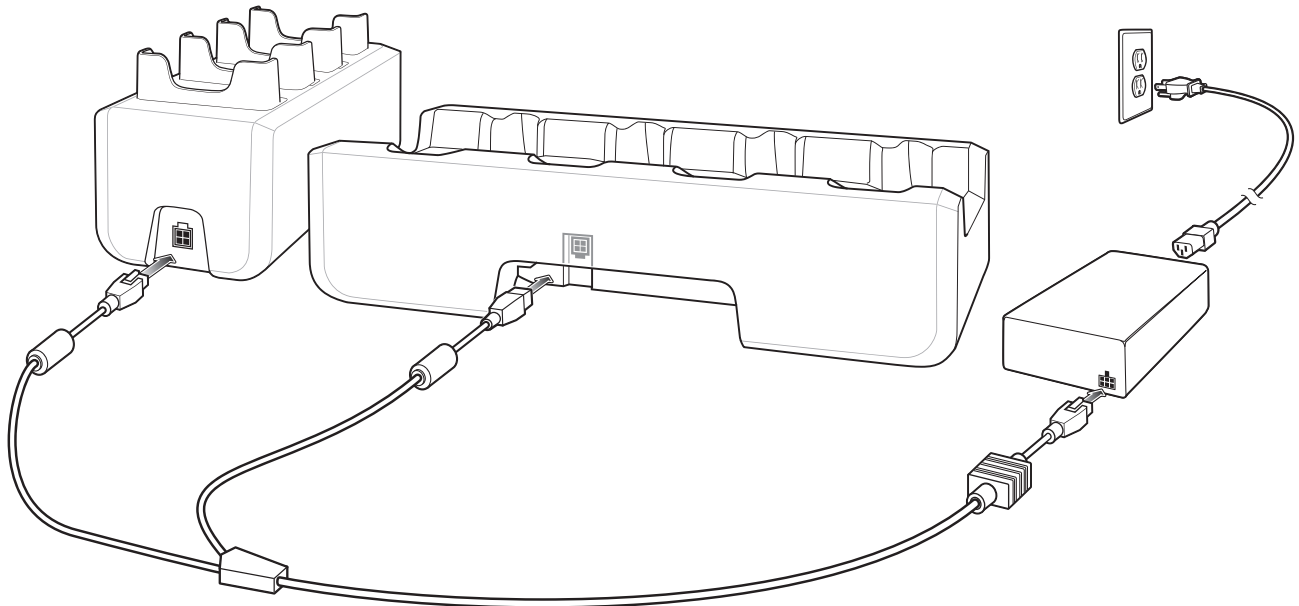


Figure 2-8 2-way Charge Cable - Cradle/Charger

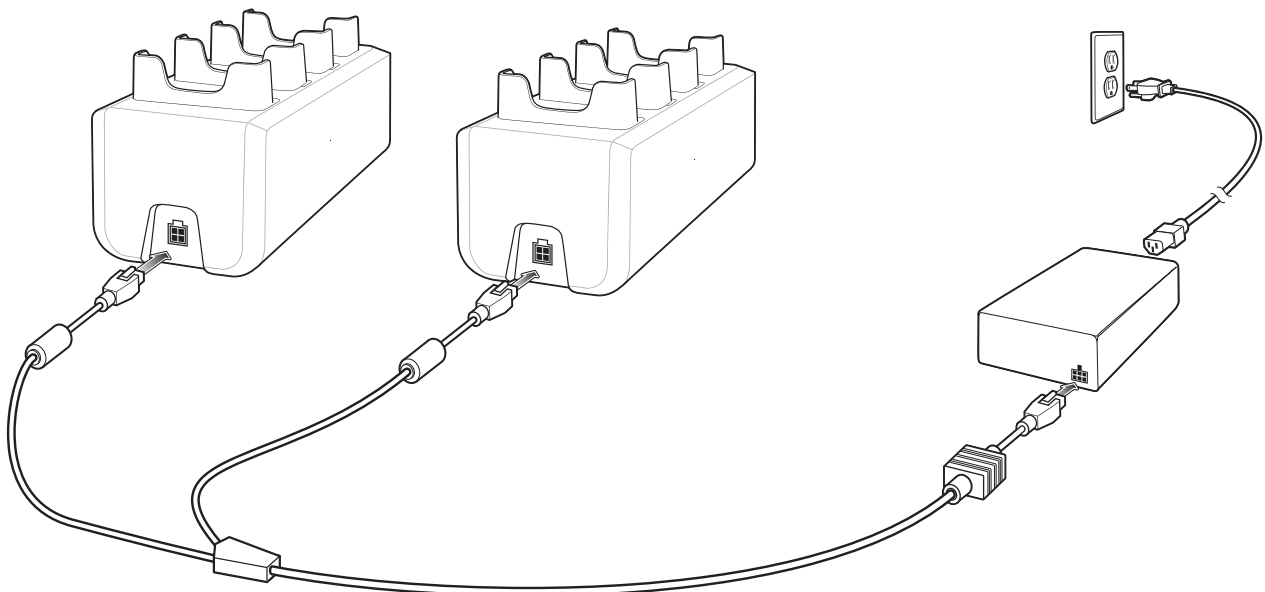


Figure 2-9 2-way Charge Cable - Two Chargers

Handstrap

To install the handstrap:

1. Using a Torx® T8 screwdriver, remove two screws securing the expansion module.

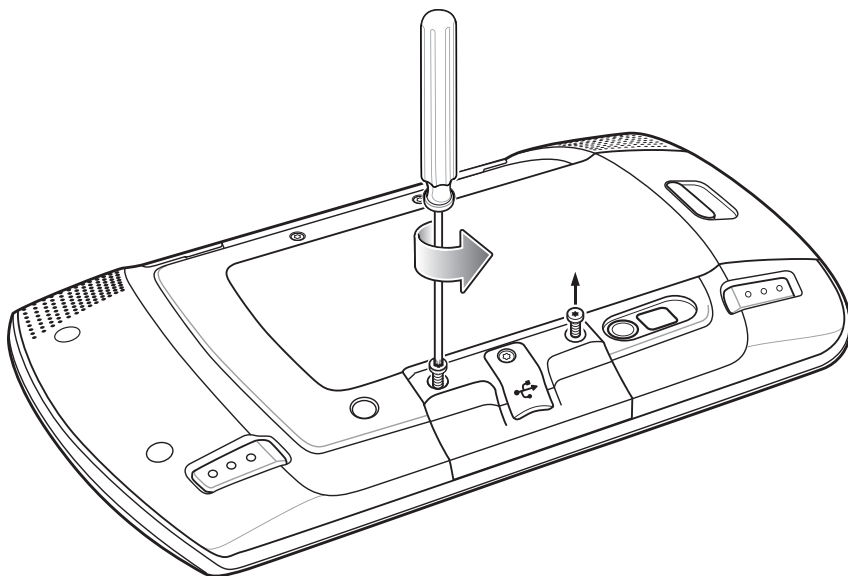
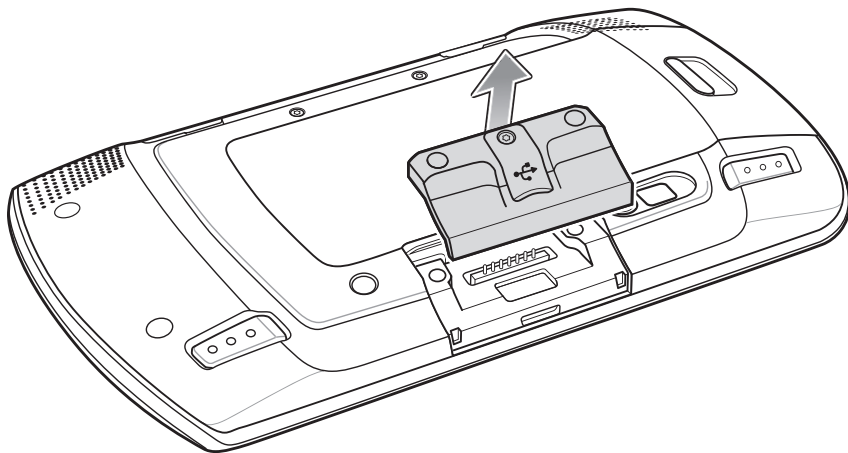


Figure 2-10 Remove Expansion Module Screws

2. Remove the expansion module.



3. Remove the filler plate.

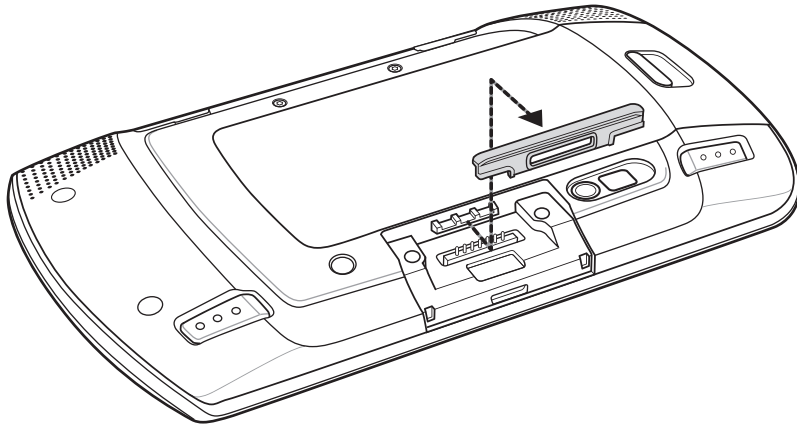


Figure 2-11 *Remove Filler Plate*

4. Align the rectangle opening on the handstrap with the tab in the module mounting area.
5. Place the handstrap onto the back of the ET1.

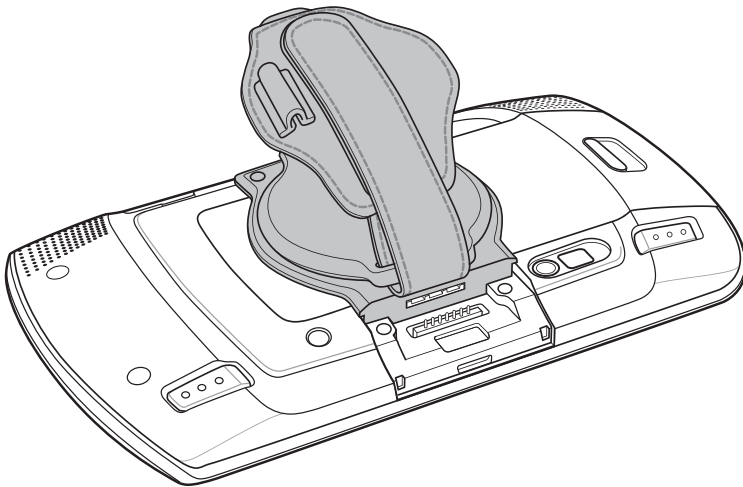


Figure 2-12 *Align handstrap*

6. Align the two screw holes on the handstrap with the screws holes on the back of the ET1.

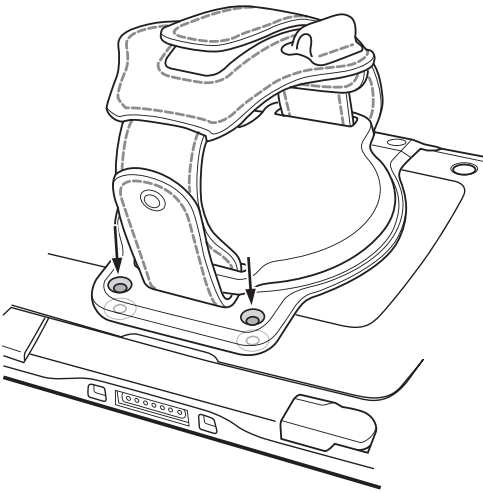


Figure 2-13 *Align Screw Holes*

7. Using a Torx T8 screwdriver, secure the bottom of the handstrap to the ET1 using two screws provided with the handstrap.
8. Replace the expansion module into the mounting area. Do not replace filler plate.
9. Using a Torx T8 screwdriver, secure the expansion module to the ET1 using the two screws.

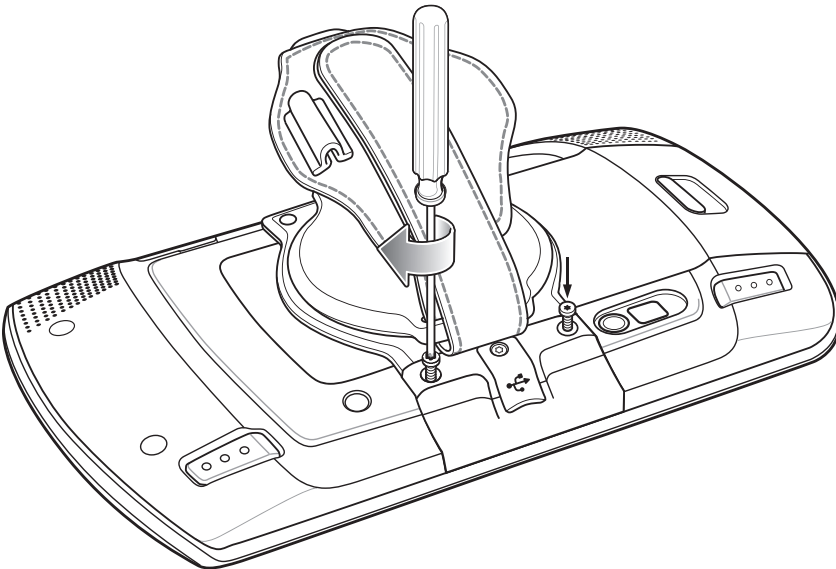


Figure 2-14 *Secure Expansion Module*

CS3070 Bluetooth Scanner

Bluetooth Connection

Human Interface Device Emulation

This Bluetooth profile is a lightweight wrapper of the Human Interface Device protocol defined for USB. Data transmitted from the Bluetooth scanner appears as keyboard entries on the ET1.

✓ **NOTE** Wedge data appears within whichever application has input focus.

Pairing the CS3070 with the ET1 requires entering a pairing PIN on both the CS3070 and the ET1. To enter the PIN on the CS3070, use the [Numeric Bar Codes for PIN Entry on page 2-16](#). For the ET1, use the keyboard to enter the PIN.

Options

To set up the scanner for communication with the ET1 using standard Bluetooth profiles, using the CS3070 scan the **Bluetooth Keyboard Emulation (HID)** bar code.



Figure 2-15 Bluetooth Keyboard Emulation (HID) Bar Code

HID Pairing

To pair the CS3070 to the ET1:

1. Press the scan button (+) to wake the scanner.
2. Press and hold the Bluetooth button (round button with Motorola logo) for five seconds. The scanner beeps and the Bluetooth button starts blinking quickly to indicate that the scanner is discoverable by the host.

✓ **NOTE** HID is the default profile for the CS3070. If this was changed, scan [Figure 2-15 on page 2-14](#).

3. On the ET1, touch  > **Settings** > **Wireless & networks** > **Bluetooth**.
4. Touch **Bluetooth settings**.
5. Touch **Scan for devices**. The CS3070 appears in the **Bluetooth devices** list, indicated by its model name and serial number.
6. Select the CS3070 from the list. A window prompts for the PIN.
7. Touch the text box to open the soft keyboard. Enter the PIN using the keyboard and touch **OK**.
8. With the CS3070, scan the PIN using the [Numeric Bar Codes for PIN Entry on page 2-16](#) and scan **Enter**. The scanner beeps to indicate it has paired with the ET1, and the ET1 displays **Connected to HID based input** below the CS3070 device name.

To verify the connection:

1. Tap on any text input field.
2. Scan a bar code. The bar code contents appear in the text entry field.

To disconnect from the scanner (remain paired):

1. On the ET1, touch  > **Settings** > **Wireless & networks** > **Bluetooth**.
2. Touch **Bluetooth settings**.
3. Touch and hold on CS3070 until the dialog box appears.
4. Touch **Disconnect**.

To unpair:

1. On the ET1, touch  > **Settings** > **Wireless & networks** > **Bluetooth**.
2. Touch **Bluetooth settings**.
3. Touch and hold on CS3070 until the dialog box appears.
4. Touch **Disconnect & unpair**.

Numeric Bar Codes for PIN Entry

Use the following bar codes for pin entry for Bluetooth connection.



Configuring the Scanner

Refer to the *CS3000 Series Scanner Product Reference Guide* for detailed information for configuring the CS3070.

Replacement Bezel

To replace the bezel:

1. Press the Power button until the **Device options** menu appears.
2. Touch **Power off**.
3. Remove the battery.
4. Place the ET1 face down on a table.
5. Remove two plugs covering the screws.
6. Using a Torx T6 screwdriver, remove four Torx screws.

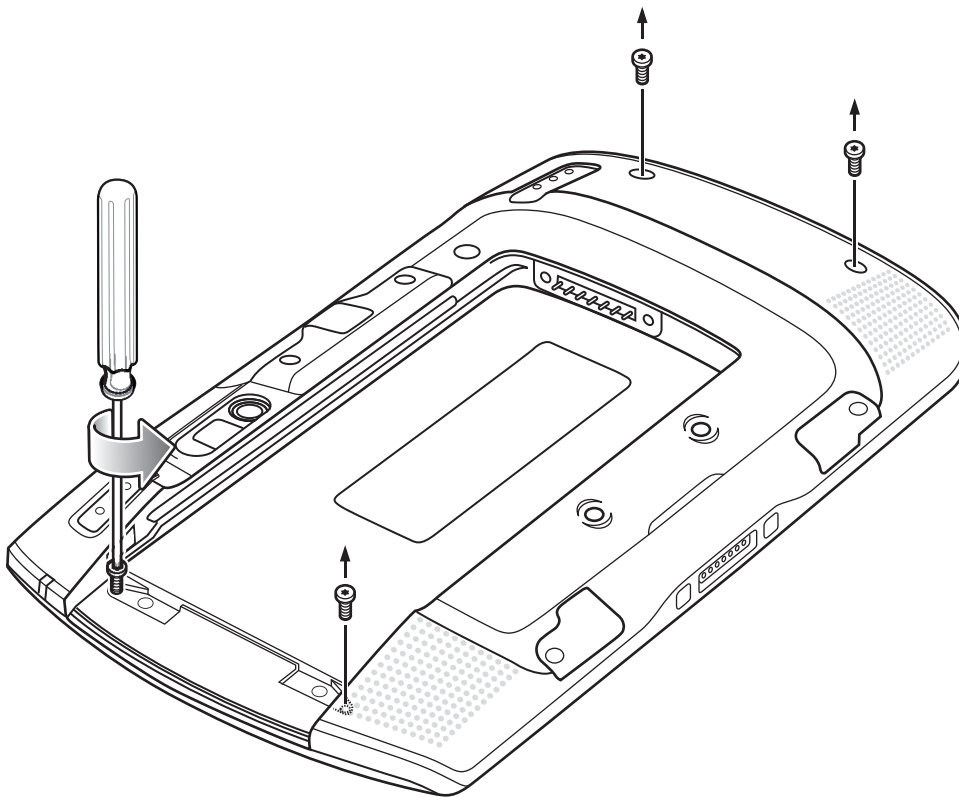


Figure 2-16 *Remove Screws*

7. Using tool, pry bezel from top of ET1.
8. Lift bezel from ET1.

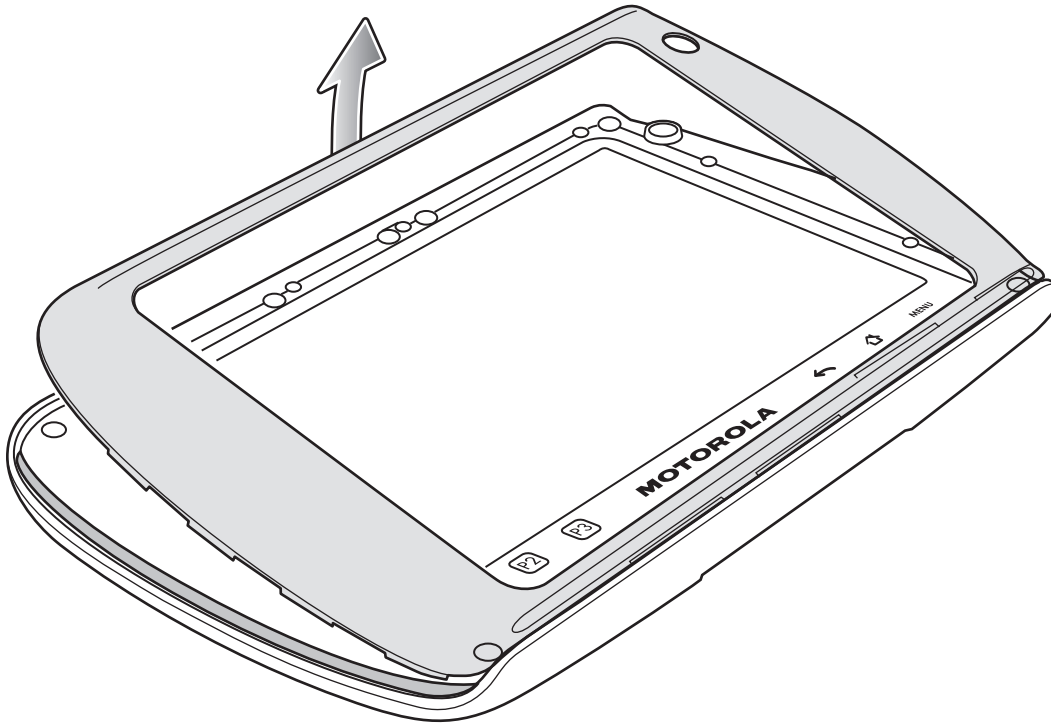


Figure 2-17 *Lift Bezel*

- 9. Align new bezel.
- 10. Place top down.

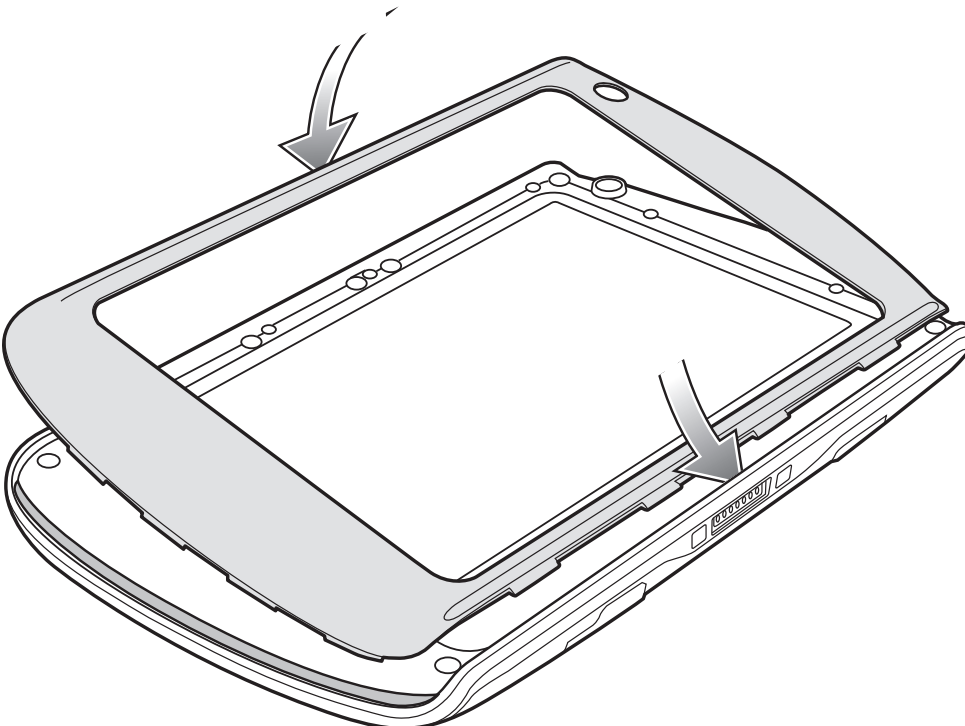


Figure 2-18 *Align Bezel*

11. Push edge to snap into place.

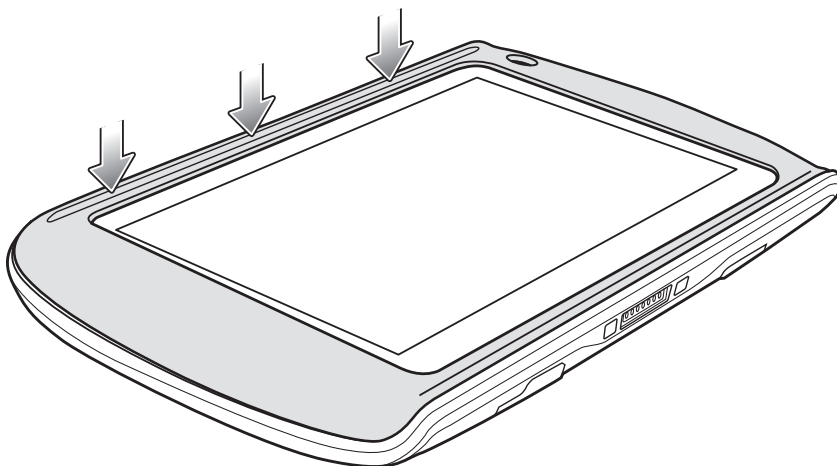


Figure 2-19 *Press Bezel Down*

12. Using a Torx T6 screwdriver, secure bezel to ET1 using four screws.

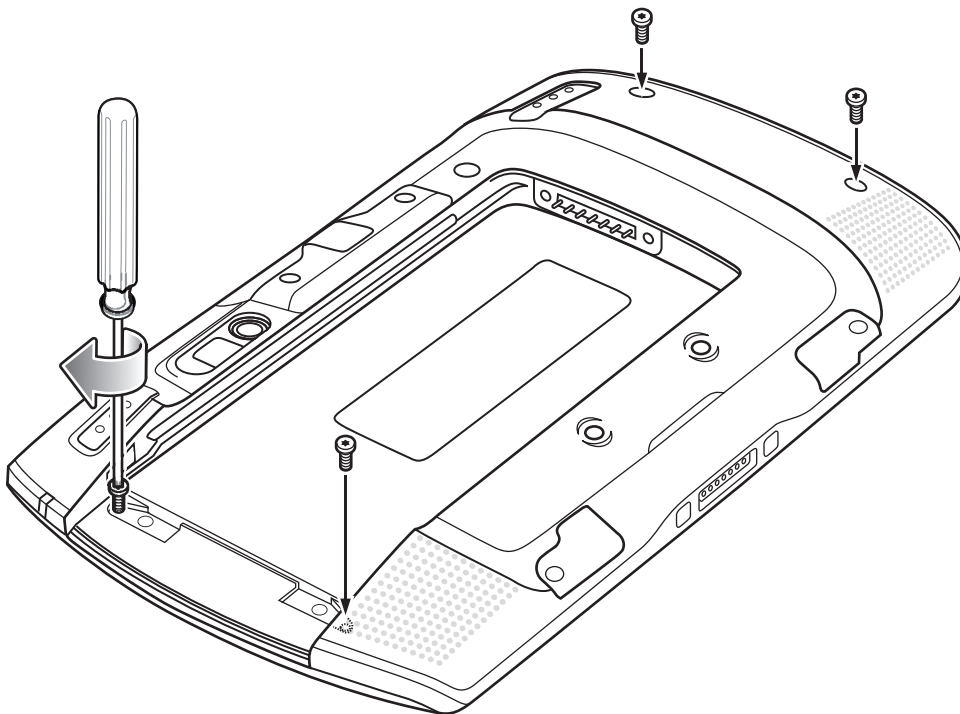


Figure 2-20 *Secure Bezel Using Screws*

13. Replace two screw plugs.
14. Replace the battery.

CHAPTER 3 USB COMMUNICATION

Connecting to a Host Computer via USB

Connect the ET1 to a host computer using the USB/Charge Cable or Single-slot USB Docking Cradle to transfer files between the ET1 and the host computer.



CAUTION When connecting the ET1 to a host computer and mounting its microSD card, follow the host computer's instructions for connecting and disconnecting USB devices, to avoid damaging or corrupting files.

1. Setup the ET1 and either the USB/Charge Cable or the Single-slot USB Docking Cradle. See [Chapter 2, Accessories](#) for setup information.
2. Place the ET1 into the cable cup or the cradle. **USB Connected** appears on the Status bar.
3. Open the **Notifications** panel and touch **USB connected**. The **USB Mass Storage** screen displays.

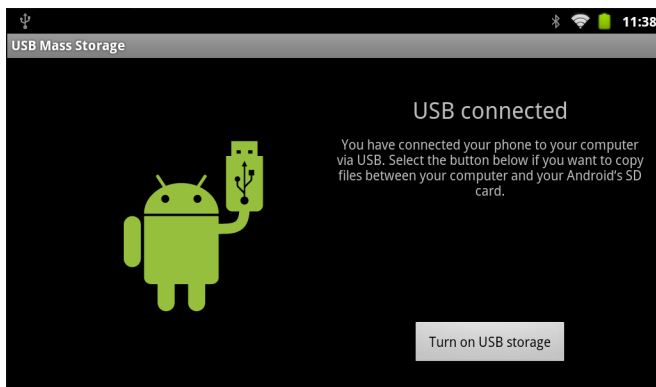


Figure 3-1 USB Mass Storage Screen



CAUTION Ensure that all applications are not running. Loss of data may occur.

4. Touch **Turn on USB storage**. The **Turn on USB Storage** dialog box appears.

5. Touch **OK**. When the ET1 is connected as USB storage, the screen indicates **USB storage is in use**.
The ET1's microSD card is mounted as a drive on the host computer.

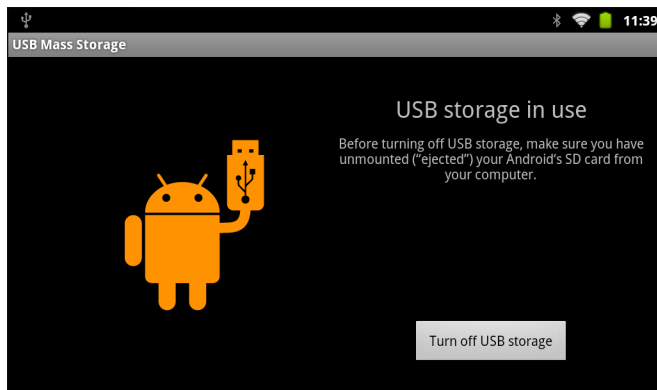


Figure 3-2 *USB Storage In Use Window*

6. On the host computer, open a file explorer application.



NOTE While USB storage is in use, access to the microSD card is disabled on the ET1.

7. Locate the ET1 as a removable drive and open to view contents.
8. Copy or delete files as required.

Disconnect from the Host Computer

To disconnect the ET1 from the host computer:



CAUTION Carefully follow the host computer's instructions to unmount the microSD card and disconnect USB devices correctly to avoid losing information.

1. On the host computer, unmount the microSD card.
2. On the ET1, touch **Turn off USB storage**.

CHAPTER 4 DATAWEDGE CONFIGURATION

Introduction

DataWedge is an application that reads data, processes the data and sends the data to an application.

Basic Scanning

To capture bar code data:

1. Ensure that an application is open on the ET1 and a text field is in focus (text cursor in text field).
2. Aim the rear-facing camera at a bar code.
3. Press and hold either Scan/Action button. By default, a preview window appears on the screen. The Decode LED lights red to indicate that data capture is in process.

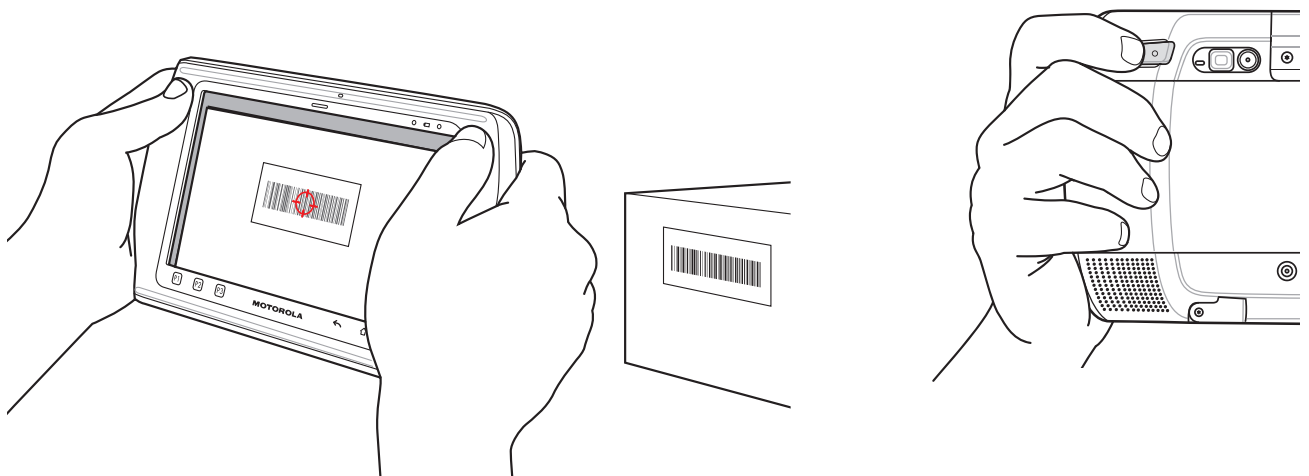


Figure 4-1 *Data Capture*

4. Move the ET1 until the bar code is centered.
5. The Decode LED lights green and a beep sounds, by default, to indicate the bar code was decoded successfully. The captured data appears in the text field.

Profiles

DataWedge is based on profiles and plug-ins. A profile contains information on how **DataWedge** should behave with different applications.

Profile information consists of:

- Associated application
- Input plug-in configurations
- Output plug-in configurations
- Process plug-in configurations.

Using profiles, each application can have a specific **DataWedge** configuration. For example, each user application can have a profile which outputs scanned data in the required format when that application comes to the foreground. DataWedge can be configured to process the same set of captured data differently based on the requirements of each application.

DataWedge includes the following visible and hidden pre-configured profiles which support specific built-in applications:

- Visible profiles:
 - **Profile0** - created automatically the first time **DataWedge** runs. Generic profile used when there are no user created profiles associated with an application.
 - **Launcher** - disables scanning when the Launcher is in foreground.
- Hidden profiles (not shown to the ET1):
 - RD Client - provides support for MSP.
 - MSP Agent - provides support for MSP.
 - MspUserAttribute - provides support for MSP.
 - Camera - disables scanning when the default camera application is in foreground.
 - RhoElements - disables scanning when RhoElements is in foreground.

Profile0

Profile0 can be edited but cannot be associated with an application. That is, **DataWedge** allows manipulation of plug-in settings for **Profile0** but it does not allow assignment of a foreground application. This configuration allows **DataWedge** to send output data to any foreground application other than applications associated with user-defined profiles when **Profile0** is enabled.

Profile0 can be disabled to allow **DataWedge** to only send output data to those applications which are associated in user-defined profiles. For example, create a profile associating a specific application, disable **Profile0** and then scan. **DataWedge** only sends data to the application specified in the user-created profile. This adds additional security to **DataWedge** enabling the sending of data only to specified applications.

Plug-ins

A plug-in is a software module utilized in **DataWedge** to extend its functionality to encompass technologies such as bar code scanning. The plug-ins can be categorized into three types based on their operations:

- Input Plug-ins

- Output Plug-ins
- Process Plug-ins.

Input Plug-ins

An Input Plug-in supports an input device, such as a bar code scanner contained in, or attached to the ET1. **DataWedge** contains base plug-ins for these input devices.

Bar Code Scanner Input Plug-in

The Bar Code Scanner Input Plug-in is responsible for reading data from the integrated bar code scanner and supports different types of bar code readers including laser, imager and internal camera. Raw data read from the bar code scanner can be processed or formatted using Process Plug-ins as required. **DataWedge** has built-in feedback functionality for the bar code scanner to issue user alerts. The feedback settings can be configured according to user requirement.

Presently, **DataWedge** on the ET1 only supports the camera-based decoding.

Process Plug-ins

Process Plug-ins are used in **DataWedge** to manipulate the received data according to the requirement, before sending to the foreground application via the Output Plug-in.

Basic Data Formatting Process Plug-in

The Basic Data Formatting Plug-in allows **DataWedge** to add a prefix and/or a suffix to the captured data before passing it to an Output Plug-in.

Output Plug-ins

Output Plug-ins are responsible for sending the data from Input Plug-ins to a foreground application on the ET1.

Keystroke Output Plug-in

The Keystroke Output Plug-in collects and sends data received from the Input Plug-in to the foreground applications by emulating keystrokes.

Intent Output Plug-in

The Intent Output Plug-in collects and sends data received from the Input Plug-ins to foreground applications using the Android Intent mechanism.

Profiles Screen

To launch **DataWedge**, touch **Launcher > DataWedge**. The **DataWedge Profiles** screen appears. By default, two profiles appear:

- Profile0
- Launcher.

Profile0 is the default profile and is used when no other profile can be applied.

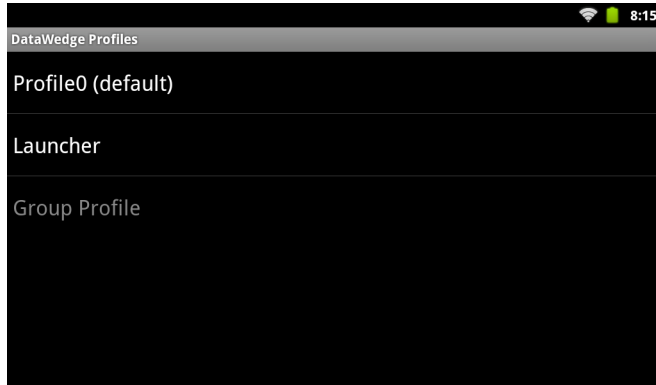


Figure 4-2 *DataWedge Profiles Screen*

Profile names are color coded. Enabled profiles are white and disabled profiles are gray.

To configure a profile touch the profile name.

Profile Context Menu

Touch and hold a profile to open a context menu that allows additional actions to be performed on the selected profile.

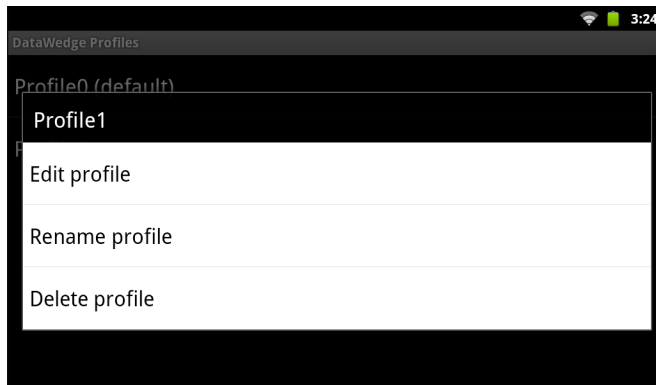


Figure 4-3 *Profile Context Menu*

The profile context menu allows the profile to be edited (same as just tapping on a profile), renamed or deleted.

Options Menu

Touch  to open the options menu.

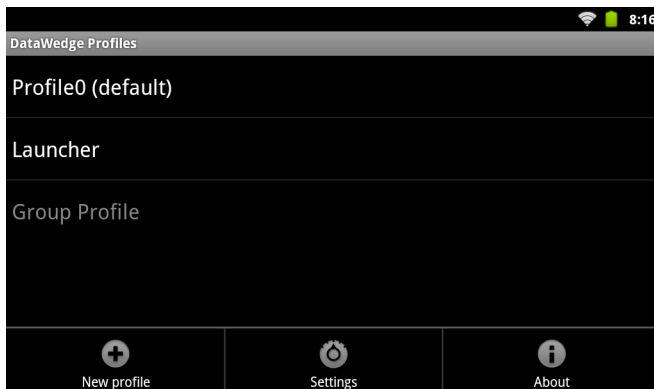


Figure 4-4 DataWedge Options Menu

The menu provides options to create a new profiles, access to general DataWedge settings and DataWedge version information.

Disabling DataWedge

To disable DataWedge:

1. Touch **Launcher** > **DataWedge**.
2. Touch  > **Settings**.
3. Touch **DataWedge enabled**. The green check disappears from the checkbox indicating that DataWedge is disabled.

Create a New Profile

To create a new profile:

1. Touch **Launcher** > **DataWedge**. The **DataWedge Profiles** window appears.
2. Touch  > **New profile**.
3. In the dialog box, enter a name for the new profile. It is recommended that profile names be unique and made up of only alpha-numeric characters (A-Z, a-z, 0-9).

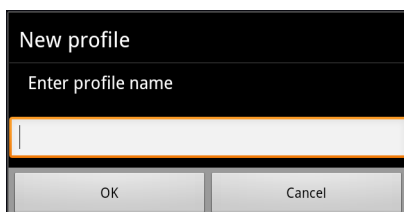


Figure 4-5 New Profile Name Dialog Box

4. Touch **OK**. The new profile name appears in the **DataWedge profile** screen.

Configuring a Profile

To configure the Profile0 or a user-created profile, touch the profile name. The **Profile** configuration screen appears.

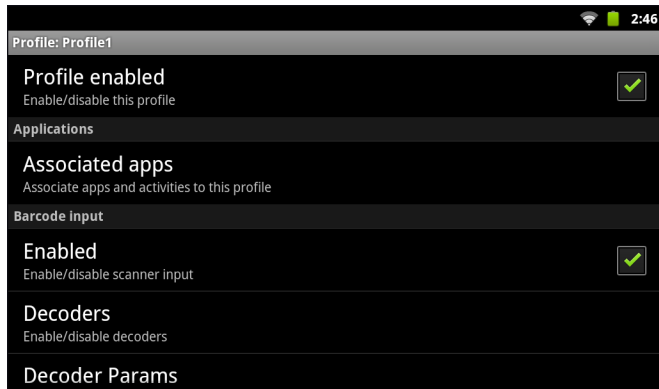


Figure 4-6 Profile Configuration Screen

- **Profile enabled** - Enables or disables this profile. A check in the checkbox indicates that the profile is enabled.

Applications

Use **Applications** option to associate applications with this profile.

Associated Apps

User created profiles should be associated with one or more applications and its activities.

1. Touch **Associated apps**. A list of applications/activities associated with the profile displays. Initially the list does not contain any applications/activities.

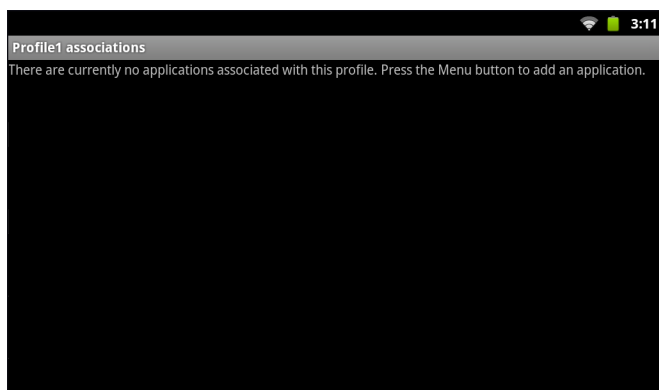


Figure 4-7 Associated Apps Screen

2. Touch  > **New app/activity**. The **Select application** menu appears.

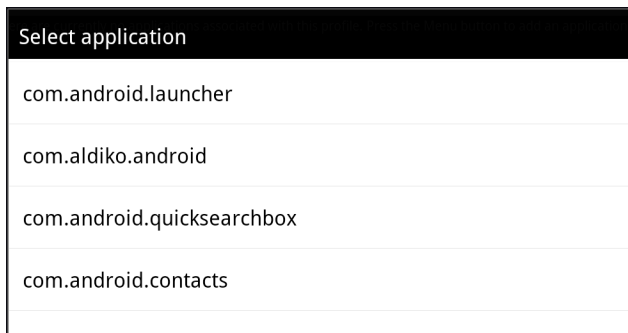


Figure 4-8 *Select Application Menu*

3. Select the desired application from the list. The **Select activity** menu appears.

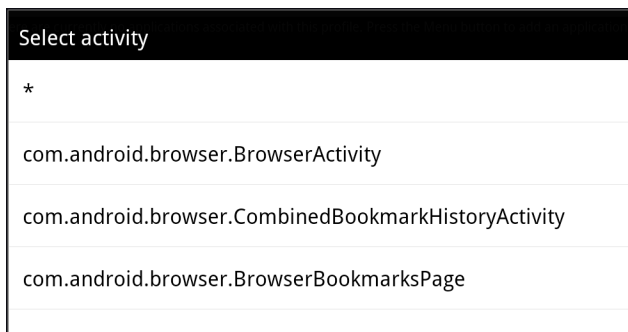


Figure 4-9 *Select Activity Menu*

4. Selecting the activity adds that application/activity combination to the associated application list for that profile. Selecting * as the activity results in all activities within that application being associated to the profile. During operation, **DataWedge** tries to match the specific application/activity combinations with the foreground application/activity before trying to match the general application/* combinations.
5. Touch **Back**.

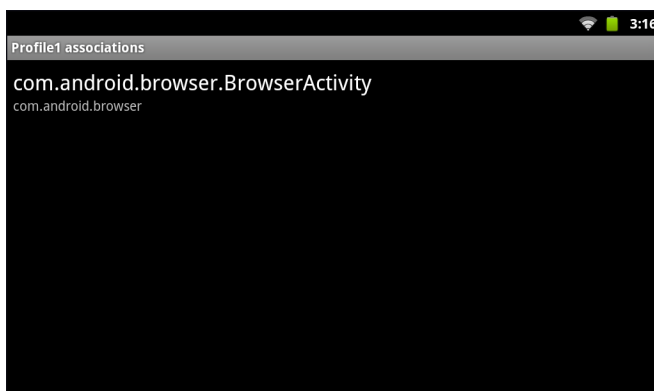


Figure 4-10 *Selected Application/Activity*

Barcode Input

Use the **Bar Code Input** options to configure the Bar Code Scanner Input Plug-in for the profile.

Enabled

Enables or disables this plug-in. A check in the checkbox indicates that the plug-in is enabled.

Decoders

Configures which bar code decoders are enabled or disabled. For best performance disable all unnecessary decoders.

Touch **Decoders**. The **Barcode input** screen appears. A check in the checkbox indicates that the decoder is enabled. By default the most commonly used decoders are enabled (shown below with an asterisk). The supported decoders are:

- | | | |
|-------------------------|-----------------|---------------------|
| • UPC-A* | UPC-E0* | EAN-13* |
| • EAN-8* | Code 128* | Code 39* |
| • Interleaved 2 of 5 | GS1 DataBar* | GS1 DataBar Limited |
| • GS1 DataBar Expanded* | Datamatrix* | QR Code* |
| • PDF417* | Composite AB | Composite C |
| • MicroQR | Aztec* | Maxicode* |
| • MicroPDF | USPostnet | USPlanet |
| • UK Postal | Japanese Postal | Australian Postal |
| • Canadian Postal | Dutch Postal | US4state FICS |
| • Codabar* | MSI | Code 93 |
| • Trioptic 39 | Discrete 2 of 5 | Chinese 2 of 5 |
| • Korean 3 of 5 | Code 11 | TLC 39 |
| • Webcode | UPC-E1 | |

Touch **Back** to return to the previous screen.

Decoder Params

Use **Decode Params** to configure individual decoder parameters. Touch **Decode Params**. The **Decode params** screen appears.

Touch the decoder parameter to modify.

- **UPCA**
 - **Report Check Digit** - The check digit is the last character of the symbol used to verify the integrity of the data. Enables or disables this option. A check in the checkbox indicates that the option is enabled (default - enabled).
 - **Preamble** - Preamble characters are part of the UPC symbol consisting of Country Code and System Character. There are three options for transmitting a UPCA preamble:
 - **Preamble None** - Transmit no preamble.
 - **Preamble Sys Char** - Transmit System Character only (default).
 - **Preamble Country and Sys Char** - Transmit System Character and Country Code ("0" for USA). Select the appropriate option to match the host system.

- **UPCE0**

- **Report Check Digit** - The check digit is the last character of the symbol used to verify the integrity of the data. Enables or disables this option. A check in the checkbox indicates that the option is enabled (default - disabled).
- **Preamble** - Preamble characters are part of the UPC symbol consisting of Country Code and System Character. There are three options for transmitting a UPCE0 preamble:
 - **Preamble Sys Char** - Transmit System Character only.
 - **Preamble Country and Sys Char** - Transmit System Character and Country Code ("0" for USA).
 - **Preamble None** - Transmit no preamble (default).
 Select the appropriate option to match the host system.
- **Convert UPCE0 To UPCA** - Enable to convert UPCE0 (zero suppressed) decoded data to UPC-A format before transmission. After conversion, the data follows UPC-A format and is affected by UPC-A programming selections. Disable to transmit UPCE0 decoded data as UPCE0 data, without conversion (default - disabled).

- **Code128**

- **Length1** - Use to set decode lengths (default - 0). See [Decode Lengths on page 4-13](#) for more information.
- **Length2** - Use to set decode lengths (default - 55). See [Decode Lengths on page 4-13](#) for more information.
- **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - disabled).
- **Enable Plain Code 128** - Flag to enable other 128 sub types (besides GS1-128 and ISBT-128).
- **Enable GS1-128** - Set the GS1 128 subtype. A check in the checkbox indicates that the option is enabled (default - enabled).
- **Enable ISBT128** - Set the ISBT128 subtype. A check in the checkbox indicates that the option is enabled (default - enabled).
- **ISBT128 Concatenation Mode** - Select an option for concatenating pairs of ISBT code types:
 - **Concat Mode Never** - Do not concatenate pairs of ISBT codes encountered (default).
 - **Concat Mode Always** - There must be two ISBT codes in order to decode and perform concatenation. Does not decode single ISBT symbols.
 - **Concat Mode Auto** - Decodes and concatenates pairs of ISBT codes immediately. If only a single ISBT symbol is present, the device must decode the symbol the number of times set via **Redundancy - Code128** before transmitting its data to confirm that there is no additional ISBT symbol.
- **Check ISBT Table** - The ISBT specification includes a table that lists several types of ISBT bar codes that are commonly used in pairs. If **ISBT128 Concat Mode** is set, enable **Check ISBT Table** to concatenate only those pairs found in this table. Other types of ISBT codes are not concatenated. A check in the checkbox indicates that redundancy is enabled (default - disabled).
- **Security Level** - The scanner offers four levels of decode security for Code 128 bar codes. Select increasing levels of security for decreasing levels of bar code quality. There is an inverse relationship between security and scanner aggressiveness, so choose only that level of security necessary for any given application.
 - **Security Level 0** - This setting allows the scanner to operate in its most aggressive state, while providing sufficient security in decoding most "in-spec" bar codes.
 - **Security Level 1** - This setting eliminates most misdecodes (default).
 - **Security Level 2** - Select this option if Security level 1 fails to eliminate misdecodes.

- **Security Level 3** - If Security Level 2 is selected and misdecodes still occur, select this security level. Be advised, selecting this option is an extreme measure against mis-decoding severely out of spec bar codes. Selecting this level of security significantly impairs the decoding ability of the scanner. If this level of security is needed, try to improve the quality of the bar codes.
- **Code39**
 - **Length1** - Use to set decode lengths (default - 0). See [Decode Lengths on page 4-13](#) for more information.
 - **Length2** - Use to set decode lengths 4 (default - 55). See [Decode Lengths on page 4-13](#) for more information.
 - **Verify Check Digit** - Enable this feature to check the integrity of all Code 39 symbols to verify that the data complies with a specified check digit algorithm. The digital scanner decodes only those Code 39 symbols that include a modulo 43 check digit. Enable this feature only if the Code 39 symbols contain a modulo 43 check digit (default - disabled).
 - **Report Check Digit** - Transmit Code 39 data with or without the check digit. A check in the checkbox indicates to send Code 39 data with check digit (default - disabled).
 - **Full ASCII** - Code 39 Full ASCII is a variant of Code 39 that pairs characters to encode the full ASCII character set. To enable or disable Code 39 Full ASCII (default - disabled),
 - **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - disabled).
 - **Convert Code39 To Code32** - Code 32 is a variant of Code 39 used by the Italian pharmaceutical industry. Scan the appropriate bar code below to enable or disable converting Code 39 to Code 32 (default - disabled).
 - **Report Code32 Prefix** - Scan the appropriate bar code to enable or disable adding the prefix character "A" to all Code 32 bar codes (default - disabled).
 - **Security Level** - Options: **Security level 0**, **Security Level 1**, **Security Level 2** and **Security Level 3** (default - Security level 1).
- **Interleaved 2of5**
 - **Length1** - Use to set decode lengths (default - 14). See [Decode Lengths on page 4-13](#) for more information.
 - **Length2** - Use to set decode lengths (default - 10). See [Decode Lengths on page 4-13](#) for more information.
 - **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - enabled).
 - **Check Digit**
 - **No Check Digit** - A check digit is not used. (default)
 - **USS Check Digit** - Select to check the integrity of all Interleaved 2 of 5 symbols to verify the data complies with either the Uniform Symbology Specification (USS) check digit algorithm.
 - **OPCC Check Digit** - Select to check the integrity of all Interleaved 2 of 5 symbols to verify the data complies with either the Optical Product Code Council (OPCC) check digit algorithm.
 - **Report Check Digit** - Transmit Interleaved 2 of 5 data with or without the check digit. A check in the checkbox indicates to send I2of5 data with check digit (default - disabled).
 - **Convert ITF-14 To EAN13** - Convert 14-character Interleaved 2 of 5 bar codes to EAN-13, and transmit as EAN-13. The Interleaved 2 of 5 bar code must be enabled and must have a leading zero and a valid EAN-13 check digit. A check in the checkbox indicates that the option is enabled (default - disabled).

- **Composite AB**
 - **UCC Link Mode**
 - **Link Flag ignored** - 1D component is transmitted regardless of whether a 2D component is detected.
 - **Always Linked** - 1D and the 2D components are transmitted. If 2D is not present, the 1D component is not transmitted.
 - **Auto Discriminate** - the digital scanner determines if there is a 2D portion, then transmits the 1D component, as well as the 2D portion if present. (default).
- **UK Postal**
 - **Report Check Digit** - Transmit UK Postal data with or without the check digit. A check in the checkbox indicates to send UK Postal data with check digit (default - disabled).
- **Codabar**
 - **Length1** - Use to set decode lengths (default - 6). See [Decode Lengths on page 4-13](#) for more information.
 - **Length2** - Use to set decode lengths (default - 55). See [Decode Lengths on page 4-13](#) for more information.
 - **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - enabled).
 - **CLSI Editing** - Enable this parameter to strip the start and stop characters and insert a space after the first, fifth, and tenth characters of a 14-character Codabar symbol. Enable this feature if the host system requires this data format (default - disabled).
 - **NOTIS Editing** - Enable this parameter to strip the start and stop characters from a decoded Codabar symbol. Enable this feature if the host system requires this data format (default - disabled).
- **MSI**
 - **Length 1** - Use to set decode lengths (default - 4). See [Decode Lengths on page 4-13](#) for more information.
 - **Length 2** - Use to set decode lengths (default - 55). See [Decode Lengths on page 4-13](#) for more information.
 - **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - enabled).
 - **Check Digit** - With MSI symbols, one check digit is mandatory and always verified by the reader. The second check digit is optional.
 - **One Check Digit** - Verify one check digit (default).
 - **Two Check Digits** - Verify two check digits.
 - **Check Digit Scheme** - Two algorithms are possible for the verification of the second MSI check digit. Select the algorithm used to encode the check digit.
 - **Mod-11-10** - First check digit is MOD 11 and second check digit is MOD 10 (default).
 - **Mod-10-10** - Both check digits are MOD 10.
 - **Report Check Digit** - Transmit MSI data with or without the check digit. A check in the checkbox indicates to send MSI data with check digit (default - disabled).

- **Code93**
 - **Length1** - Use to set decode lengths (default - 0). See [Decode Lengths on page 4-13](#) for more information.
 - **Length2** - Use to set decode lengths (default - 55). See [Decode Lengths on page 4-13](#) for more information.
 - **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - disabled).
- **Discrete 2 of 5**
 - **Length1** - Use to set decode lengths (default - 0). See [Decode Lengths on page 4-13](#) for more information.
 - **Length2** - Use to set decode lengths (default - 14). See [Decode Lengths on page 4-13](#) for more information.
 - **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - enabled).
- **Code11**
 - **Length1** - Use to set decode lengths (default - 4). See [Decode Lengths on page 4-13](#) for more information.
 - **Length2** - Use to set decode lengths (default - 55). See [Decode Lengths on page 4-13](#) for more information.
 - **Redundancy** - Sets the reader to read the bar code twice before accepting data. A check in the checkbox indicates that redundancy is enabled (default - enabled).
 - **Verify Check Digit** - Check the integrity of all Code 11 symbols to verify that the data complies with the specified check digit algorithm. This selects the check digit mechanism for the decoded Code 11 bar code.
 - **No Check Digit** - Do not verify check digit.
 - **1 Check Digit** - Bar code contains one check digit (default).
 - **2 Check Digits** - bar code contains two check digits.
 - **Report Check Digit** - Transmit Code 11 data with or without the check digit. A check in the checkbox indicates to send Code 11 data with check digit (default - disabled).
- **Webcode**
 - **Webcode Subtype** - Enables the decoding of the GT Webcode subtype. A check in the checkbox indicates that the option is enabled (default - disabled).
- **UPCE1**
 - **Report Check Digit** - The check digit is the last character of the symbol used to verify the integrity of the data. Enables or disables this option. A check in the checkbox indicates that the option is enabled (default - disabled).
 - **Preamble** - Preamble characters are part of the UPC symbol consisting of Country Code and System Character. There are three options for transmitting a UPCE1 preamble:
 - **Preamble Sys Char** - Transmit System Character only.
 - **Preamble Country and Sys Char** - Transmit System Character and Country Code ("0" for USA).
 - **Preamble None** - Transmit no preamble (default).
 Select the appropriate option to match the host system.
 - **Convert UPCE1 To UPCA** - Enable this to convert UPCE1 decoded data to UPC-A format before transmission. After conversion, the data follows UPC-A format and is affected by UPC-A programming

selections. Disable this to transmit UPCE1 decoded data as UPCE1 data, without conversion (default - disabled).

Decode Lengths

The allowable decode lengths are specified by options **Length1** and **Length2** as follows:

- Variable length: Decode symbols containing any number of characters.
 - Set both **Length1** and **Length2** to 0.
- Range: Decode a symbol with a specific length range (from *a* to *b*, including *a* and *b*).
 - Set **Length1** to *a* and set **Length2** to *b*.
- Two Discrete Lengths: Decode only symbols containing either of two selected lengths.
 - Set either **Length1** or **Length2** to the specific lengths.
- One Discrete Length: Decode only symbols containing a specific length.
 - Set both **Length1** and **Length2** to the specific length.

UPC EAN Params

Allows the configuration of the parameters that apply to more than one UPC or EAN decoder.

- **Security Level** - The scanner offers four levels of decode security for UPC/EAN bar codes. Select higher security levels for lower quality bar codes. There is an inverse relationship between security and decode speed, so be sure to choose only that level of security necessary for the application.
 - **Level 0** - This default setting allows the scanner to operate fastest, while providing sufficient security in decoding “in-spec” UPC/EAN bar codes (default).
 - **Level 1** - As bar code quality levels diminish, certain characters become prone to misdecodes before others (i.e., 1, 2, 7, 8). If the scanner is misdecoding poorly printed bar codes, and the misdecodes are limited to these characters, select this security level.
 - **Level 2** - If the scanner is misdecoding poorly printed bar codes, and the misdecodes are not limited to characters 1, 2, 7, and 8, select this security level.
 - **Level 3** - If the scanner is still misdecoding, select this security level. Be advised, selecting this option is an extreme measure against misdecoding severely out of spec bar codes. Selecting this level of security can significantly impair the decoding ability of the scanner. If this level of security is necessary, try to improve the quality of the bar codes.
- **Supplemental2** - Enables or disables this option. A check in the checkbox indicates that the option is enabled.
- **Supplemental5** - Enables or disables this option. A check in the checkbox indicates that the option is enabled.
- **Supplemental Mode**
 - **No Supplementals** - the scanner is presented with a UPC/EAN plus supplemental symbol, the scanner decodes UPC/EAN and ignores the supplemental characters (default).
 - **Supplemental Always** - the scanner only decodes UPC/EAN symbols with supplemental characters, and ignores symbols without supplementals.
 - **Supplements Auto** - the scanner decodes UPC/EAN symbols with supplemental characters immediately. If the symbol does not have a supplemental, the scanner must decode the bar code the

number of times set via UPC/EAN Supplemental Redundancy before transmitting its data to confirm that there is no supplemental.

- **Supplemental Smart** - Enables smart supplementals. In this mode the decoder returns the decoded value of the main block right away if it does not belong to one of the following supplemental types: 378, 379, 977, 978, 979, 414, 419, 434 or 439. If the bar code starts with one of the prefixes it searches the image more aggressively for a supplemental. Tries to scan the supplemental if it is present. If the supplemental scanning failed, then the main bar code is returned.
- **Supplemental 378-379** - Enables (auto-discriminate) supplemental for UPC/EAN codes starting with 378 or 379. Disables reading of supplementals for any other UPC/EAN bar code not starting with 378 or 379. Tries to scan the supplemental if it is present. If the supplemental scanning failed, then the main bar code is returned.
- **Supplemental 978-979** - Enables (auto-discriminate) supplemental for UPC/EAN codes starting with 978 or 979. Disables reading of supplementals for another UPC/EAN bar code not starting with 978 or 979. Tries to scan the supplemental if it is present. If the supplemental scanning failed, then the main barcode is returned.
- **Supplemental 414-419-434-439** - Enables (auto-discriminate) supplemental for UPC/EAN codes starting with 414, 419, 434 or 439. Disables reading of supplementals for another UPC/EAN bar code not starting with 414, 419, 434 or 439. Tries to scan the supplemental if it is present. If the supplemental scanning failed, then the main bar code is returned.
- **Supplemental 977** - Enables (auto-discriminate) supplemental for UPC/EAN codes starting with 977. Disables reading of supplementals for another UPC/EAN barcode not starting with 977. Tries to scan the supplemental if it is present. If the supplemental scanning failed, then the main bar code is returned.
- **Retry Count** - Retry count for auto-discriminating for supplementals. Possible values are 2 to 20 inclusive. Note that this flag is only considered if **Supplemental Mode - UPC EAN** is set to one of the following values: **Supplementals Auto**, **Supplementals Smart**, **Supplementals 378-379**, **Supplementals 978-979**, **Supplementals 977** or **Supplementals 414-419-434-439** (2 to 20, default 10).
- **Bookland** - Enable or disable this option. A check in the checkbox indicates that the option is enabled.
- **Coupon** - Enables Coupon code decoding. Note that in order to successfully decode Coupon codes, all of the correct decoders must be enabled. A check in the checkbox indicates that the option is enabled.
- **Convert DataBar To UPC EAN** - If this is set it converts DataBar bar codes to UPC/EAN format. For this setting to work UPC/EAN symbologies must be enabled. A check in the checkbox indicates that the option is enabled.

Reader Params

Allows the configuration of parameters specific to the selected bar code reader.

- **Beam Timer** - Sets the maximum amount of time that the reader remains on (0 - 60,000 ms in increments of 100 ms). A value of 0 sets the reader to stay on indefinitely (default -15000).
- **Linear Security Level** - Sets the number of times a bar code is read to confirm an accurate decode.
 - **Security Redundancy and Length** - Two times read redundancy based on redundancy flags and code length.
 - **Security Short or Codabar** - Two times read redundancy if short bar code or Codabar.
 - **Security All Twice** - Two times read redundancy for all bar codes (default).
 - **Security Long and Short** - Two times read redundancy for long bar codes, three times for short bar codes.
 - **Security All Thrice** - Three times read redundancy for all bar codes.

- **Picklist** - This parameter allows the imager to decode only the bar code that is directly under the cross-hair/reticle (+) part of the pattern. This feature is most useful in applications where multiple bar codes may appear in the field of view during a decode session and only one of them is targeted for decode.
 - **Disable** – Disables Picklist mode, so any bar code within the field of view can be decoded (default).
 - **Centered** - Enables the Picklist mode so that only the bar code in the center of the image is decoded. This is most useful when used in conjunction with the static and dynamic reticle viewfinder modes. Note: This mode is only valid for decoder modules that supports a viewfinder. If one tries to set this for a unsupported decoder then the device would issue an error.
- **Illumination mode** - Turns illumination on and off.
 - **On** - Illumination is on.
 - **Off** - Illumination is off (default).
- **Viewfinder Mode** - This setting displays the Viewfinder modes supported for scanning.
 - **Viewfinder** - Only Viewfinder is enabled.
 - **Static Reticle** - Displays the Viewfinder as well as draws a red reticle in the center of the screen which helps tracking the bar code (default).

Scan Params

Allows the configuration of Code Id and decode feedback options.

- **Code ID Type** - A Code ID character identifies the code type of a scanned bar code. This is useful when the reader is decoding more than one code type. Select a code ID character to insert between the prefix and the decoded symbol.
 - **Code ID Type None** - No prefix (default).
 - **Code ID Type Aim** - A standards based three character prefix.
 - **Code ID Type Symbol** - A Symbol defined single character prefix.
- **Decode Audio Feedback** - Select an audio tone to sound upon a good decode.

Keystroke Output

Use to configure the Keystroke Output Plug-in for the profile.

- **Enabled** - Enables or disables this plug-in. A check in the checkbox indicates that the plug-in is enabled (default - enabled).
- **Basic data formatting** - Allows the configuration of any data formatting for the related Output Plug-in. When the plug-in is disabled, any data is passed on without modification.
 - **Enabled** - Enables or disables Basic Data Formatting. A check in the checkbox indicates that it is enabled (default - enabled).
 - **Prefix to data** - Add characters to the beginning of the data when sent.
 - **Suffix to data** - Add characters to the end of the data when sent.
 - **Send data** - Set to transfer the captured data to the foreground application. Disabling this option prevents the actual data from being transmitted. However, the prefix and suffix strings, if present, are still transmitted even when this option is disabled (default - enabled).
 - **Send as hex** - Set to send the data in hexadecimal format. A check in the checkbox indicates that the plug-in is enabled (default - disabled).

- **Send TAB key** - Set to append a tab character to the end of the processed data. A check in the checkbox indicates that the plug-in is enabled (default - disabled).
- **Send ENTER key** - Set to append an Enter character to the end of the processed data. A check in the checkbox indicates that the plug-in is enabled (default - disabled).

Intent Output

Allows configuration of the Intent Output Plug-in for the profile. The Intent Output Plug-in allows the captured data to be sent to an application in the form of an implicit Intent. Refer to the Android Developer web site for more information, <http://developer.android.com>.

- **Enabled** - Enables or disables this plug-in. A check in the checkbox indicates that the plug-in is enabled (default - disabled).
- **Intent action** - Enter the Intent Action name (required).
- **Intent category** - Enter the Intent Category name (required).
- **Intent delivery** - Select the method by which the intent is delivered:
 - Send via StartActivity
 - Send via startService
 - Broadcast intent
- **Basic data formatting** - Allows configuration of any data formatting for the related Output Plug-in. When the plug-in is disabled any data is passed on without modification.
 - **Enabled** - Enables or disables Basic Data Formatting. A check in the checkbox indicates that it is enabled (default - enabled).
 - **Prefix to data** - Add characters to the beginning of the data when sent.
 - **Suffix to data** - Add characters to the end of the data when sent.
 - **Send data** - Set to transfer the captured data to the foreground application. Disabling this option prevents the actual data from being transmitted. However, the prefix and suffix strings, if present, are still transmitted even when this option is disabled (default - enabled).
 - **Send as hex** - Set to send the data in hexadecimal format. A check in the checkbox indicates that the plug-in is enabled (default - disabled).
 - **Send TAB key** - Set to append a tab character to the end of the processed data. A check in the checkbox indicates that the plug-in is enabled (default - disabled).
 - **Send ENTER key** - Set to append an Enter character to the end of the processed data. A check in the checkbox indicates that the plug-in is enabled (default - disabled).

Intent Overview

The core components of an Android application (its activities, services, and broadcast receivers) are activated by intents. An intent is a bundle of information (an Intent object) describing a desired action — including the data to be acted upon, the category of component that should perform the action, and other pertinent instructions. Android locates an appropriate component to respond to the intent, launches a new instance of the component if one is needed, and passes it the Intent object.

Components advertise their capabilities, the kinds of intents they can respond to, through *intent filters*. Since the system must learn which intents a component can handle before it launches the component, intent filters are specified in the manifest as `<intent-filter>` elements. A component may have any number of filters, each one describing a different capability.

For example, if the manifest contains the following:

```
<intent-filter . . . >
    <action android:name="android.intent.action.DEFAULT" />
    <category android:name="android.intent.category.MAIN" />
    . . .
</intent-filter>
```

In the Intent output plug-in configuration, the **Intent action** would be:

```
android.intent.category.DEFAULT
```

and the Intent category would be:

```
android.intent.category.MAIN.
```

The **Intent delivery** option allows the method by which the intent is delivered to be specified. The delivery mechanisms are **Send via startActivity**, **Send via startService** or **Broadcast intent**.

The decode related data added to the Intent's bundle can be retrieved using the **Intent.getStringExtra()** and **Intent.getSerializableExtra()** calls, using the following String tags:

- String LABEL_TYPE_TAG = "com.motorolasolutions.emdk.datawedge.label_type";
String contains the label type of the bar code.
- String DATA_STRING_TAG = "com.motorolasolutions.emdk.datawedge.data_string";
String contains the output data as a String. In the case of concatenated bar codes, the decode data is concatenated and sent out as a single string.
- String DECODE_DATA_TAG = "com.motorolasolutions.emdk.datawedge.decode_data";
Decode data is returned as a list of byte arrays. In most cases there will be one byte array per decode. For barcode symbologies that support concatenation e.g. Codabar, Code128, MicroPDF, etc., the decoded data is stored in multiple byte arrays (one byte array per bar code). Clients can get data in each byte array by passing an index.

Most scanning applications might want the user to be able to decode data and for that decode data to be sent to the ***current*** activity but not necessarily displayed. If this is the case, then the activity needs to be marked as 'singleTop' in its AndroidManifest.xml file. If your activity is not defined as singleTop, then on every decode, the system will create another copy of your Activity and send the decode data to this second copy.

Finally there will be a configuration option for each process plug-in so that the process plug-in can be configured specifically for the intent output, which in this case is the basic data formatting process plug-in.

DataWedge Settings

The **DataWedge Settings** screen provides access to general, non-profile related options. Touch  > **Settings**.

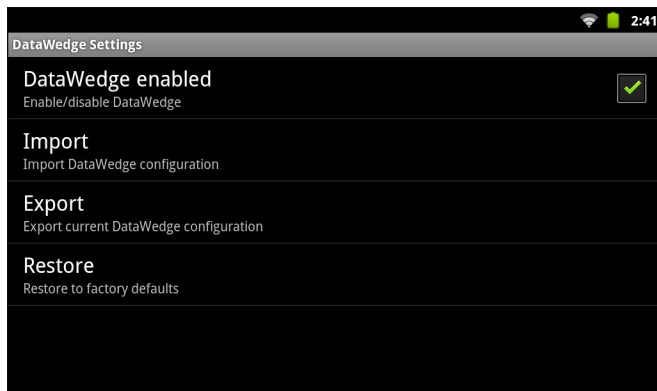


Figure 4-11 *DataWedge Settings Window*

- **DataWedge enabled** - Enables or disables DataWedge. To disable DataWedge uncheck this option.
- **Import** - allows import of a DataWedge configuration file from the microSD card. The imported configuration replaces the current configuration.
- **Export** - allows export of the current DataWedge configuration to the microSD card.
- **Restore** - return the current configuration back to factory defaults.

Import Configuration File

To import a DataWedge configuration file:

1. Copy the configuration file to the root of the ET1 microSD card.
2. Touch **Launcher > DataWedge**.
3. Touch  > **Settings > Import**.
4. Touch **SD Card** and then **Import**. The configuration file (*datawedge.db*) is imported and replaces the current configuration.

Export Configuration File

To export a DataWedge configuration file:

1. Touch **Launcher > DataWedge**.
2. Touch  > **Settings > Export**.
3. Touch **SD Card** and then **Export**. The configuration file (*datawedge.db*) is saved to the root of the ET1 microSD card.

Restore DataWedge

To restore DataWedge to the factory default configuration:

1. Touch **Launcher > DataWedge >  > Settings > Restore**.
2. Touch **Yes**.

Configuration File Management

The configuration settings for DataWedge can be saved to a file for distribution to other ET1 devices.

After making configuration changes, export the new configuration to the root of the microSD card. The file created is automatically named *datawedge.db*. This *datawedge.db* file can then be copied to the microSD card of other devices and imported into DataWedge on those devices. Importing a configuration replaces the existing configuration.

Enterprise Folder

Internal storage contains the Enterprise folder (/enterprise). The Enterprise folder is persistent and maintains data after an Enterprise reset. After an Enterprise Reset, DataWedge checks folder /enterprise/device/settings/datawedge/enterprisereset/ for a configuration file, *datawedge.db*. If the file is found, it imports the file to replace any existing configuration.



NOTE A Factory Reset deletes all files in the Enterprise folder.

Auto Import

DataWedge supports remote deployment of a configuration to the ET1, using tools such as MSP. DataWedge monitors the /enterprise/device/settings/datawedge/autoimport folder for the *datawedge.db* file. When DataWedge launches it checks the folder. If a *datawedge.db* file is found, it imports the file to replace any existing configuration. Once the *datawedge.db* file has been imported it is deleted from the folder.

While DataWedge is running it receives a notification from the system that a *datawedge.db* file is placed into the /enterprise/device/settings/datawedge/autoimport folder. When this occurs, DataWedge imports this new configuration, replacing the existing one and delete the *datawedge.db* file. DataWedge begins using the imported configuration immediately.



NOTE It is strongly recommended that the user exits DataWedge before remotely deploying any configuration. It is required that the *datawedge.db* file permissions are set to 666.

Programming Notes

Remap Keys

By default, the ET1 is configured to use the Left and Right Scan/Action keys to initiate scanning. To use the **P1**, **P2** or **P3** keys as a scan trigger:

1. Touch  > **Settings** > **Applications** > **Button Remap Program**.
2. Touch **P1**, **P2** or **P3**.
3. Select **L1 Button** or **R1 Button**.
4. Touch **Home**.

Overriding Trigger Key in an Application

To override the trigger key in an application, create a profile for the application that disables the Barcode input. In the application, use standard APIs, such as `onKeyDown()` to listen for the `KEYCODE_BUTTON_L1` and `KEYCODE_BUTTON_R1` presses.

Capture Data and Taking a Photo in the Same Application

To be able to capture bar code data and take a photo in the same application:

Create a Datawedge profile pertaining to the picture taking Activity in your application that disables scanning and use standard Android SDK APIs to control the Camera.

The default Datawedge profile takes care of the scanning in the application. You might want to create another DataWedge profile that caters to any specific scanning needs, associated to your Application's Activity pertaining to scanning.

Disable DataWedge on ET1 and Mass Deploy

To disable DataWedge and deploy onto multiple ET1 devices:

1. Touch **Launcher** > **DataWedge** >  > **Settings**.
2. Unselect the **DataWedge enabled** check box.
3. Export the DataWedge configuration. See [Export Configuration File on page 4-18](#) for instructions.
See [Configuration File Management on page 4-19](#) for instructions for using the auto import feature.

CHAPTER 5 WLAN CONFIGURATION

Introduction

The ET1 supports the following security options:

- Open
- Wireless Equivalent Privacy (WEP)
- Wi-Fi Protected Access (WPA)/WPA2 Personal (PSK)
- Extensible Authentication Protocol (EAP)
 - PEAP - None/PAP/MSCHAP/MSCHAPv2
 - EAP-TLS
 - EAP-TTLS.

Configure a Wi-Fi Network

To set up a Wi-Fi network:

1. Touch  > **Settings** > **Wireless & networks**.
2. Touch **Wi-Fi** to turn Wi-Fi on.
3. Touch **Wi-Fi settings**. The ET1 searches for WLANs in the area and lists them under **Wi-Fi networks**.
4. Scroll through the list and select the desired WLAN network. The Security dialog box appears.

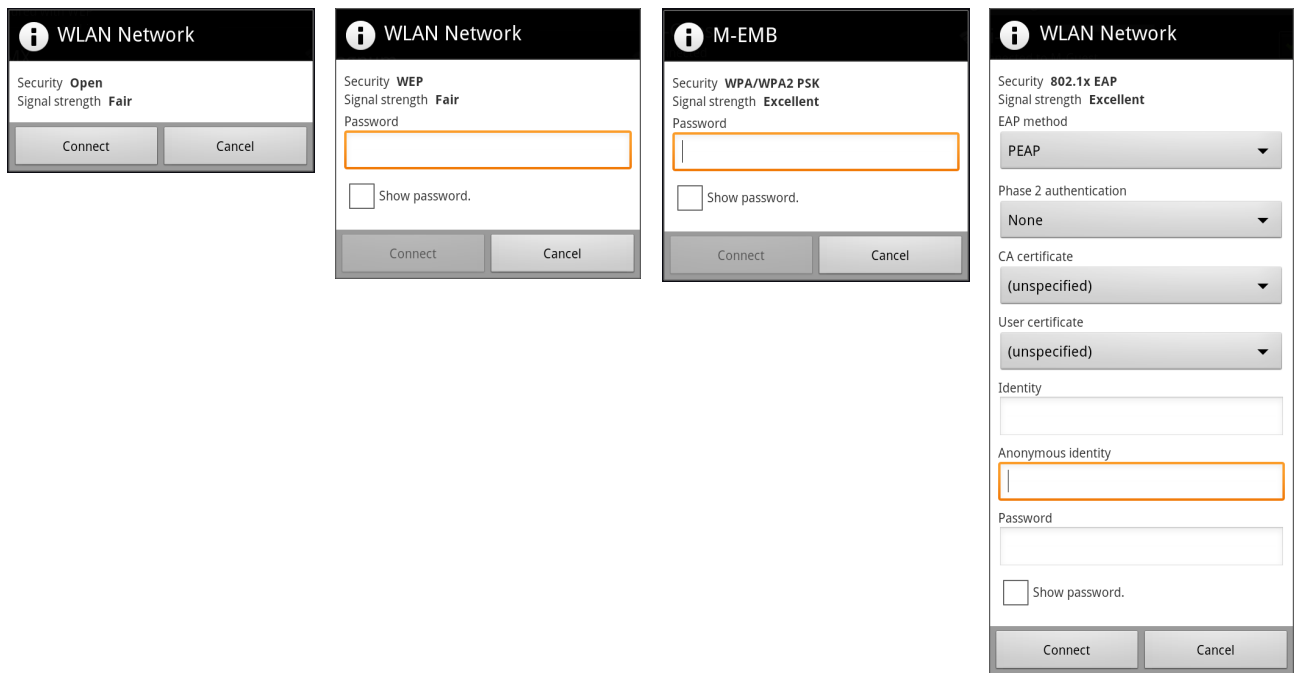


Figure 5-1 WLAN Network Security Dialog Boxes

- If the network security is **Open**, touch **Connect**.
- If the network security is **WEP** or **WPA/WPSA2 PSK**, enter the required password and then touch **Connect**.
- If the network security is **802.1x EAP**:
 - Touch the **EAP method** drop-down list and select **PEAP**, **TLS** or **TTLS**.
 - Touch the **Phase 2 authentication** drop-down list and select **None**, **PAP**, **MSCHAP** or **MSCHAPV2**.
 - If required, touch **CA certificate** and select a Certification Authority (CA) certificate.
CA certificates are self-signed digital certificates. CA certificates are used to determine whether to trust certificates issued by the CA.
 - If required, touch **User certificate** and select a user certificate.
If a User Certificate is required to support the chosen security scheme then select a certificate from the drop-down list of currently installed certificates. The selected certificate's name appears in the drop-down list. If the required certificate is not in the list, install it.
 - If required, in the **Identity** text box, enter
 - If required, in the **Anonymous identity** text box, enter
Use the Advanced ID dialog box to enter the 802.1x identity to supply to the authenticator. This value can be 63 characters long and is case sensitive. For TTLS, EAP-FAST, and PEAP Authentication Types, it is recommended entering the identity anonymous (rather than a true identity). You can optionally enter a fully qualified domain (e.g., mydomain.local) and it will automatically be combined with the 802.1x identity (i.e., anonymous@mydomain.local) before being sent to the RADIUS server.
 - If required, in the **Password** text box, enter the password or hex key.
 - Touch **Connect**.

5. Touch .

Manually Adding a Wi-Fi Network

Manually add a Wi-Fi network if the network does not broadcast its name (SSID) or to add a Wi-Fi network when out of range.

1. Touch  > **Settings** > **Wireless & networks**.
2. Touch **Wi-Fi** to turn Wi-Fi on.
3. Touch **Wi-Fi settings**.
4. Touch **Add Wi-Fi network**. The **Add Wi-Fi network** dialog box appears.
 - In the **Network SSID** text box, enter the name of the Wi-Fi network.
 - In the **Security** drop-down list, select the type of security. Options: **WEP**, **WPA/WPA2 PSK** or **802.1x EAP**.
 - In the **Password** text box, if the network is secured, enter the password or hex key.
5. Touch **Save** to save the settings.
6. Touch .

Advanced Wi-Fi Settings



NOTE Advanced Wi-Fi settings are for the device not for a specific wireless network. If using the ET1 in one location that requires a proxy and then moving to another location that does not require a proxy, the proxy must be disabled.

Use the **Advanced** settings to configure additional Wi-Fi settings. Touch  > **Advanced** to view the advanced settings.

- **Wi-Fi sleep policy** - Opens a menu to set whether and when the Wi-Fi radio turns off.
 - **When screen turns off** - The radio turns off when the ET1 enters suspend mode (default).
 - **Never when plugged in** - The radio stays on while the ET1 is connected to external power.
 - **Never** - The radio stays on all the time.
- **Proxy enabled** - Enables or disables the use of proxy server.
- **Proxy Settings** - Opens a dialog box for specifying a proxy server Hostname, port number and exclusion addresses. See [Proxy Configuration on page 5-4](#) for more information.
- **MAC address** - Displays the Media Access Control (MAC) address of the ET1 when connecting to Wi-Fi networks.
- **IP address** - Displays the Internet Protocol (IP) address assigned to the ET1 by the Wi-Fi network (unless static IP is enabled).
- **Country code** - Displays the current country code.
- **Region code** - Displays the current region code.

- **IP settings**

- **Use static IP** - Touch to turn static IP on and off. Enter an IP address and other network settings for the ET1 manually, rather than using the DHCP protocol to obtain network settings from the Wi-Fi network itself.
- **IP address** - Enter the IP address in the dialog box.
- **Gateway** - Enter the gateway address in the dialog box.
- **Netmask** - Enter the Netmask address in the dialog box.
- **DNS1** - Enter the DNS1 address in the dialog box.
- **DNS 2** - Enter the DNS2 address in the dialog box.

Proxy Configuration

A proxy server is a server that acts as an intermediary for requests from clients seeking resources from other servers. A client connects to the proxy server, requesting some service, such as a file, connection, web page, or other resource, available from a different server. The proxy server evaluates the request according to its filtering rules. For example, it may filter traffic by IP address or protocol. If the request is validated by the filter, the proxy provides the resource by connecting to the relevant server and requesting the service on behalf of the client.

It is important for enterprise customers to be able to set up secure computing environments within their companies, and proxy configuration is an essential part of doing that. Proxy configuration acts as a security barrier ensuring that the proxy server monitors all traffic between the Internet and the intranet. This is normally an integral part of security enforcement in corporate firewalls within intranets.



NOTE Proxy settings are for the device not for a specific wireless network. If using the ET1 in one location that requires a proxy and then moving to another location that does not require a proxy, the proxy must be disabled.

To configure a configure the ET1 to use a proxy server:

1. Touch  > **Settings** > **Wireless & networks** > **Wi-Fi settings**.
2. Touch  > **Advanced**.
3. Touch **Proxy Settings**.

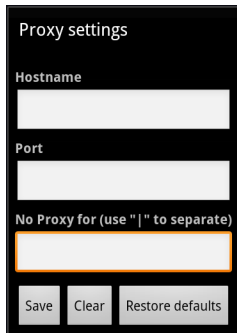


Figure 5-2 Proxy Settings Dialog Box

4. In the **Hostname** text box, enter the address of the proxy server.
5. In the **Port** text box, enter the port number for the proxy server.

✓ **NOTE** When entering exceptions, do not use spaces or carriage returns between addresses.

6. In the **No Proxy for** text box, enter addresses for web sites that do not require to go through the proxy server. Use the separator “|” between addresses.
7. Touch **Save**.

Remove a Wi-Fi Network

To remove a remembered or connected network:

1. Touch  > **Setting** > **Wireless & networks**.
2. Touch **Wi-Fi settings**.
3. In the **Wi-Fi networks** list, touch and hold the name of the network.
4. In the menu, touch **Forget network**.
5. Touch .

Static IP Address

By default, the ET1 is configured to use Dynamic Host Configuration Protocol (DHCP) to assign an Internet protocol (IP) address when connecting to a wireless network. To configure the ET1 to connect to a network using a static IP address:

1. Touch  > **Setting** > **Wireless & networks**.
2. Touch **Wi-Fi settings**.
3. Touch  > **Advanced**.
4. Touch **Use static IP** checkbox.
5. Touch **IP address** and enter an IP address for the device and then touch **OK**.
6. If required, touch **Gateway** and enter a gateway address for the device and then touch **OK**.
7. If required, touch **Netmask** and enter a netmask for the device and then touch **OK**.
8. If required, touch **DNS 1** and enter a Domain Name System (DNS) address and then touch **OK**.
9. If required, touch **DNS 2** and enter a DNS address and then touch **OK**.
10. Touch **Home**.

CHAPTER 6 ADMINISTRATOR UTILITIES

Introduction

Motorola Solutions provides a suite of utilities that allow an administrator to manage the following features:

- Multi-user Login - The Multi-user Login feature allows an administrator to set up the ET1 to be used by multiple users. The users have access to specific applications and features depending upon the user settings.
- Application Lock - The Application Lock feature allows an administrator to restrict application access for specific applications by user or groups of users. The permitted applications are managed using groups of user accounts from Multi-user Login feature.
- Secure Storage - Secure Storage Administrator application allows installation and deletion of encrypted keys and creation, mounting, un-mounting and deletion of the encrypted file systems.

The following applications help the administrator configure these features.

- On-device applications - reside on the ET1.
 - MultiUser Administrator
 - AppLock Administrator
 - Secure Storage Administrator.
- Host computer application - reside on a host computer.
 - Enterprise Administrator.

Required Software

These tools are available on the Motorola Solutions Support web site at <http://supportcentral.motorola.com>. Download the required files from the Motorola Solutions Support Central web site and follow the installation instruction provided.

On-device Application Installation

See [Application Installation on page 8-4](#) for instruction on installing applications onto the ET1.

Multi-user/AppLock Configuration

To use the Multi-user Login and Application Lock features, the administrator must create user and group account information using the Enterprise Administrator application.

✓ **NOTE** The administrator can also create the account information manually. See [Manual File Configuration on page 6-8](#) for more information.

Enterprise Administrator Application

✓ **NOTE** .Net Compact Framework 4 or later is required to run the Enterprise Administrator. To download, go to <http://www.microsoft.com>.

Use the Enterprise Administrator application to setup user and group accounts and create the required (Password, Group and White List) files for using the Multi-user and Application Lock features.

1. On the host computer launch the Enterprise Administrator application.

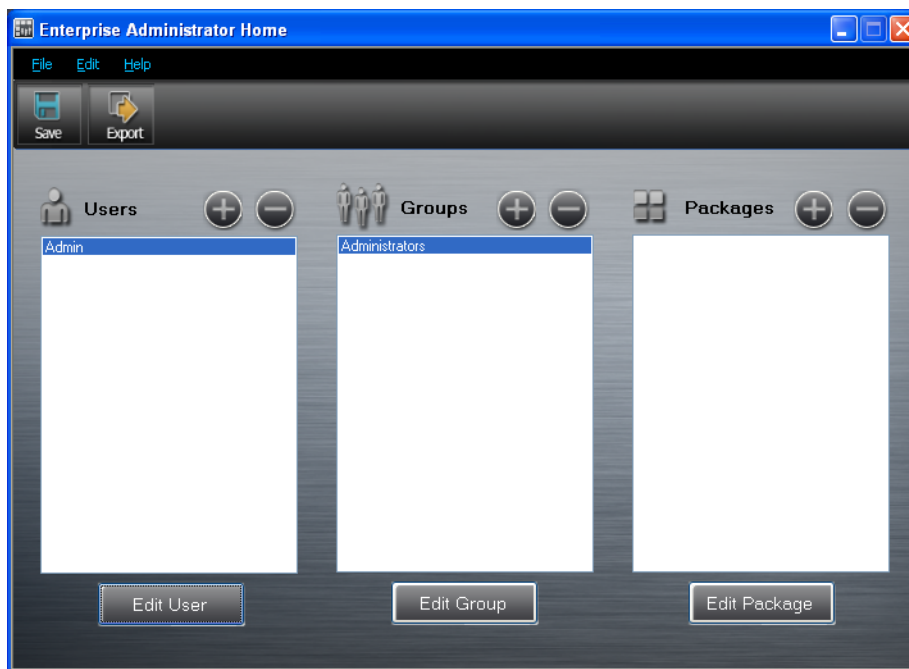
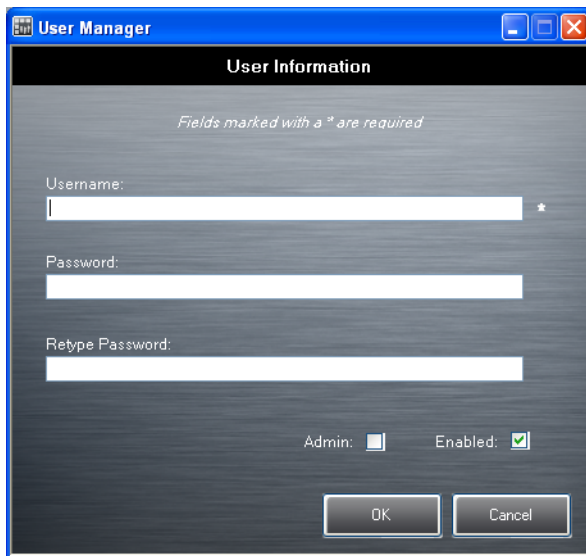


Figure 6-1 Enterprise Administrator Window

Create Users

Each person that uses the ET1 has to have a user name and password. To create a user:

1. Click + above the **Users** list box.



The 'User Manager' window has a title bar with standard Windows controls. Below the title bar is a section titled 'User Information'. A note states 'Fields marked with a * are required'. There are three text input fields: 'Username:' (with an asterisk), 'Password:', and 'Retype Password:'. At the bottom, there are two checkboxes: 'Admin:' (unchecked) and 'Enabled:' (checked). Below the checkboxes are 'OK' and 'Cancel' buttons.

Figure 6-2 User Manager Window

2. In the **Username** text box, enter a user name. The text is case sensitive and required.
3. In the **Password** text box, enter a password for the user. The text is case sensitive and required.
4. In the **Retype Password** text box, re-enter the user password.
5. Select the **Admin** checkbox to set the user to have administrator rights.
6. Select the **Enabled** checkbox to enable the user.
7. Click **OK**.
8. Repeat steps 1 through 7 for each additional user.

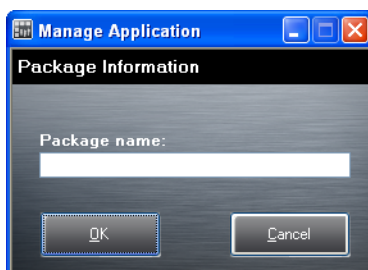
Add Packages

Create a list of applications (packages) installed on the ET1 that are available for use by all the users.

1. Click + next to **Packages**.



NOTE To get a list of all the applications (packages) on the ET1 see [Determining Applications Installed on the ET1 on page 6-10](#).



The 'Manage Application' window has a title bar with standard Windows controls. Below the title bar is a section titled 'Package Information'. There is one text input field labeled 'Package name:'. At the bottom are 'OK' and 'Cancel' buttons.

Figure 6-3 Package Information Window

2. In the **Package name** text box, enter the name of an application.
3. Click **OK**.

- Repeat steps 1 through 3 for each additional package.

Create Groups

Create groups of users that have access to specific applications.

- Click + above the **Groups** list. The **Group Manager** window appears with a list of users and packages.



Figure 6-4 Group Manager Window

- In the **Group name** text box, enter a name for the group. This field is required.
- Select a user in the **Available Users** list box and then click the **Add** button to add the user to the **Users in Group** list box or click the **Add All** button to add all the users in the **Available Users** list box to the **Users in Group** list box.
- Select a package in the **Available Packages** list box and then click the **Add** button to add the package to the **Packages in Group** list box or click the **Add All** button to add all the packages in the **Available Packages** list box to the **Packages in Group** list box.
- Click **OK**.
- Click **Save**.

Save Data

At any time, the administrator can save the current data. The application creates two files in the <user>_APP_DATA folder: *database* and *passwd*.

Export Files

In order to use the features on the ET1, export the required files and then copy them to the ET1. The following files are created by the Enterprise Administrator application:

- Password File - Filename: *passwd*. Lists the user names, encrypted passwords, administrator and enable flags.
- Group File - Filename: *groups*. Lists each group and users associated to each group.

- White List Files - Filename: the filenames are the names of the group created in the Group file. Lists the applications that the group is allowed to access.
1. Click **Export**. The **Browse For Folder** window appears.
 2. Select a folder and then click **OK**.
 3. Click **OK**.
 4. Copy all the files to the root of the microSD card. See [Chapter 3, USB Communication](#) for information on copying files to the ET1.

Import User List

To import a user list:

1. Click **File > Import > User List**.
2. Navigate to the location when the *passwd* file is stored.
3. Select the *passwd* file.
4. Click **Open**. The user information is populated into the **Users** list.

Import Group List

To import a group list:

1. Click **File > Import > Group List**.
2. Navigate to the location when the *group* file is stored.
3. Select the *group* file.
4. Click **Open**. The group and package information is populated into the **Groups** and **Packages** list.

Edit a User

To edit the a user information:

1. Select a user in the **Users** list.
2. Click **Edit User**.
3. Make changes and then click **OK**.

Delete a User

To delete a user:

1. Select a user in the **Users** list.
2. Click -. The user name is removed from the list.

Edit a Group

To edit a Group:

1. Select a user in the **Groups** list.

2. Click **Edit Group**.
3. Make changes and then click **OK**.

Delete a Group

To delete a group:

1. Select a group in the **Groups** list.
2. Click **-**.
3. Click **Yes**. The group name is removed from the list.

Edit a Package

To edit a Package:

1. Select a package in the **Packages** list.
2. Click **Edit Package**.
3. Make changes and then click **OK**.

Delete a Package

To delete a package:

1. Select a package in the **Packages** list.
2. Click **-**. The package name is removed from the list.

MultiUser Administrator

Use the **MultiUser Administrator** application to allow an administrator to enable, disable and configure the Multiuser Login feature.

When the MultiUser Administrator is used for the first time, the password file must be imported.

1. Touch **Launcher > Multiuser Administrator**.

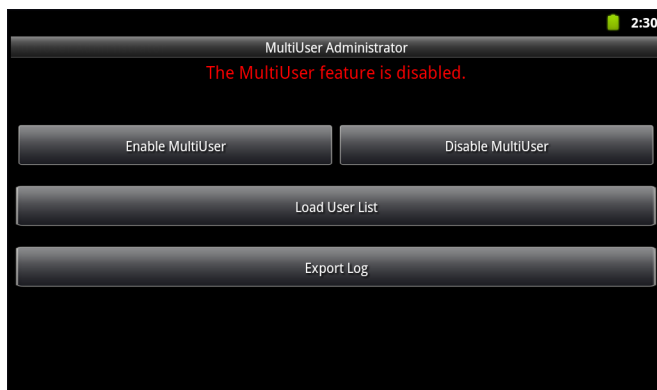


Figure 6-5 *MultiUser Administrator Screen*

2. Touch **Load User List**. The application reads the data from the *passwd* file and configures the Multi-user Login feature.
3. Touch **Enable Multiuser** to enable the feature. The Login screen appears.

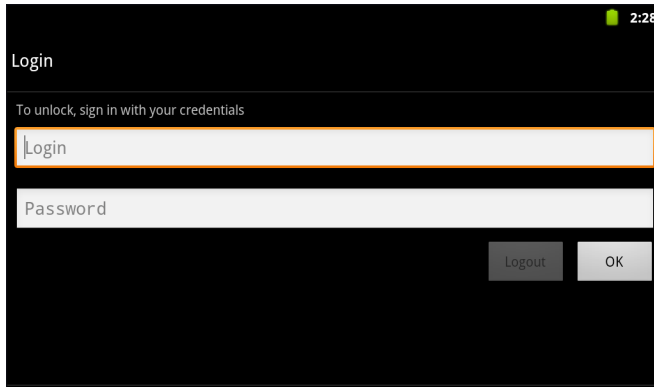


Figure 6-6 MultiUser Login Screen

4. In the **Login** text box, enter the username.
5. In the **Password** text box, enter the password.
6. Touch **OK**.

Disable the Multi-user Feature

- ✓ **NOTE** To disable the Multi-user Login feature, the user must have administrator rights. A message displays at the bottom of the screen notifying the user.

To disable the Multi-user feature:

1. Touch **Launcher > MultiUser Administrator**.
2. Touch **Disable MultiUser**. The Multi-user feature is disabled immediately.
3. The ET1 suspends. When resumed, the single-user home screen appears.

Capturing a Log File

The log file and its backup contain a history of login and logout. To capture a log file:

1. Touch **Launcher > Multiuser Administrator**.

- ✓ **NOTE** To capture a log file, the user must have administrator rights. A message displays at the bottom of the screen notifying the user.

2. Touch **Export Log** to copy the log file to the microSD card. The log file can be captured when the multi-user feature is in either the enabled or disabled mode.
3. The log file and a backup log file are named *multiuser.log* and *multiuser.log.bak*, respectively.

AppLock Administrator

The Application Lock feature allows the system administrator to restrict application access for specific applications by user or groups of users. The permitted applications are managed using groups of user accounts from Multi-user feature.

The permitted application names are built into an application White List that is used to know which applications are managed by the system.

The Application Lock feature does not prevent execution of native code or plug-ins and it does not prevent applications from accessing public classes within non-permitted applications. The **AppLock Administrator** application takes advantage of the Application Lock feature allowing an administrator to enable, disable and install White Lists and Groups files.



NOTE To use the AppLock Administrator application, the user must have administrator rights. A message displays at the bottom of the screen notifying the user.

1. Touch **Launcher > AppLock Administrator**.

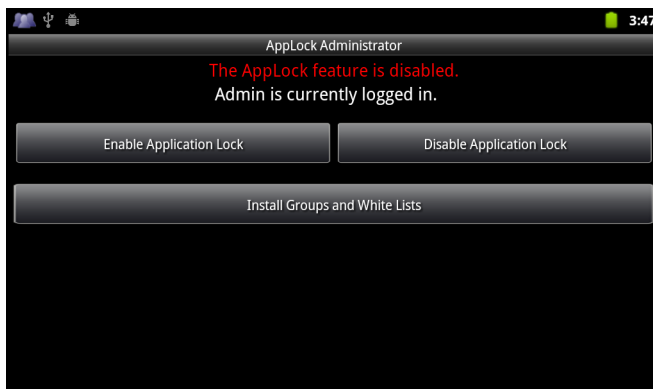


Figure 6-7 AppLock Administrator Window

When the application launches the current status of the Application Lock feature displays (enabled or disabled).

2. If the user has administrator privileges the buttons are enabled.
 - Touch **Enable Application Lock** to enable the Application Lock feature.
 - Touch **Disable Application Lock** to disable the Application Lock feature.
 - Touch **Install Groups and White Lists** to read the contents of the Groups and White List files from the root of the microSD card and push its contents into the AppLock framework.

Once the Group and White List files are imported and the feature enabled, the next time a user logs in, the ET1 will be configured accordingly.

Manual File Configuration

Groups File

A Groups file is a text file that provides a list of groups and assigns users to each group.

The text file contains one line for each group. Each line is formatted as follows:

<groupname>: <user1>, <user2>, ...<userN>

where:

<groupname> = the name for a group. This is also the name of the White List file for this group. This field uses any alphanumeric character.

<user1> through **<userN>** = the name of the user assigned to this group. The user name is the same as that defined for the MultiUser feature. See [Chapter 6, Multi-user Login](#) for more information.



NOTE If the same user is assigned to multiple groups, then that user's White List will be a logical union of the White Lists for all of the groups that user is assigned.

A line starting with the # character is considered a comment and is ignored.

Examples:

- **AdminGroup:alpha**

The Group name is AdminGroup and assigns user alpha to the group.

- **ManagersGroup:beta,gamma**

The Group name is ManagerGroup and assigns users beta and gamma to the group.

White List File

A White List file is a text file that provides a list of allowed packages from that group. The text file contains one line for each allowed package for that user group. Each line is format as follows:

<package1name>

•
•
•

<packageNname>

where:

<package1Name> = is the package name allowed for this group. Wild cards are allowed for this field.

Examples:

Refer to the example of the Groups file above. A White List file of the name AdminGroup could have the following lines:

com.companyname.application

com.motorolasolutions.*

where:

com.companyname.application = the specific application with the package name
com.companyname.application will be permitted for this group.

*com.motorolasolutions.** = any application that has a package name that starts with
com.motorolasolutions will be permitted for this group.



NOTE The wildcard “.” is allowed and indicates that this group is permitted to run any package.

A default White List for use when the MultiUser feature is disabled takes the same form as above but is named *default*.

Determining Applications Installed on the ET1

To determine the names of applications installed on the ET1 for use with the Enterprise Administrator application:

1. Connect the ET1 to the host computer.



NOTE See [ADB USB Setup on page 8-3](#) for information on installing the USB driver for use with adb.

2. On the host computer, open a command prompt (or a terminal in Ubuntu) and run the following:

adb devices. This returns the device id.

adb shell

\$pm list packages -f > sdcard/pkglist.txt

\$exit

3. A pkglist.txt file is created in the root of the microSD card. The file lists all the .apk files installed with their package names.

Secure Storage

Secure Storage Administrator application allows:

- installation and deletion of encrypted keys
- creation, mounting, un-mounting and deletion of the encrypted file systems.

Installing a Key

To install a key:

1. Touch **Launcher > Secure Storage Administrator**.
2. Touch **Install Key**.
3. Touch **Manual**.
4. Touch **OK**.

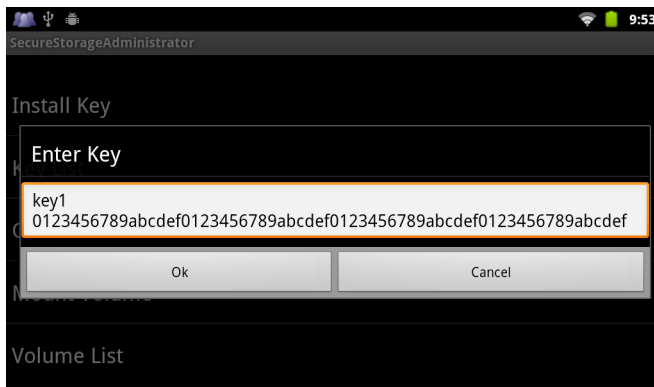


Figure 6-8 *Enter Key Dialog Box*

5. In the **Enter key** text box, enter the key name followed by the key value obtained in step 1, using the following format:
 <Key Name> <Key value in Hex string>
 Example: key2 1234567890abcdef1234567890abcdef1234567890abcdef1234567890abcdef
 The key value must be a 64 hexadecimal character string.
6. Touch **OK**. The key is imported into the ET1. The message **successfully installed the key** appears on the screen.

Viewing Key List

To view a list of keys installed on the ET1:

1. Touch **Key List**. A list of keys appears.

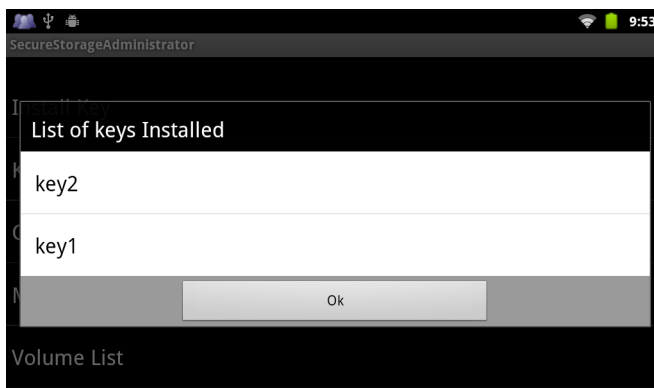


Figure 6-9 *List of Keys*

2. Touch **OK**.

Delete a Key

To delete a key from the ET1:

1. Touch **Revoke Key**.
2. Touch the key to deleted.
3. Touch **OK**.



NOTE If a key is deleted then all the volumes created using that key are un-mounted. The same key is required to re-mount the volume.

Volumes

Creates an encrypted file system (volume) on the ET1. The user must have Administrative privileges to create a volume.

Create Volume Using EFS File

To create a volume using a efs file:

1. Create an efs file. See [Create EFS File on page 6-14](#) for instruction on creating the efs file.
2. Copy the *keyfile* and *efsfile* files to root of the microSD card. See [Chapter 3, USB Communication](#).
3. Touch **Create Volume**.
4. Touch **Import**.
5. Touch **OK**. The message **Successfully Created the Volume** appears briefly.

Create Volume Manually

To create a volume manually:

1. Touch **Create Volume**.
2. Touch **Manual**.
3. Touch **OK**.
4. In the **Enter Parameters To Create Volume** text box, enter the parameters in the follow format:
 <Volume Name> <Volume Storage Type> <Key Name> <Mount Path> <Auto Mount > <Volume size>
 where:

<Volume Name> = name of the volume.

<Volume Storage Type> = storage location. Options: internal or sdcard.

<Key Name> = name of the key to use when creating the volume.

<Mount Path> = path where the volume will be located.

<Auto Mount> = Options: 1 = yes, 0 = no.

<Volume size> = size of the volume in Megabytes.

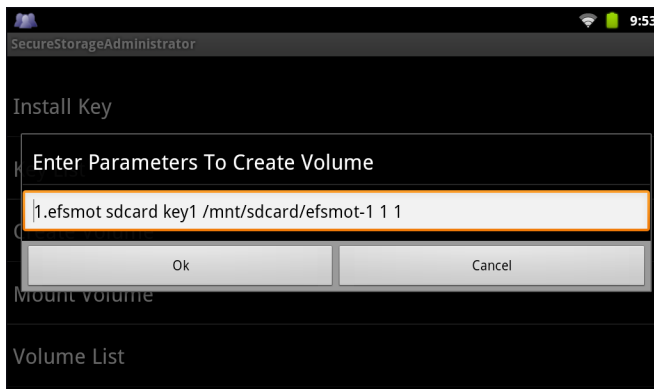


Figure 6-10 Enter Parameter To Create Volume Dialog Box

5. Touch **OK**. The message **Successfully Created the Volume** appears briefly.
If the size of the volume is very large, a progress bar displays.

Mount Volume

To mount an encrypted volume:

1. Touch **Mount Volume**.
2. Touch **sdcard** or **internal**.
3. Touch **OK**.
4. Select a volume.
5. Touch **OK**.

List Volumes

To view a list of the encrypted volumes:

1. Touch **Volume List**.
2. Touch **sdcard** to list volumes on the microSD card or **internal** to list volumes on internal storage.
3. Touch **OK**. The **List of EFS Volumes** dialog box appears with all the volumes of the selected storage location.
4. Touch **OK**.

Unmount Volume

To un-mount an encrypted volume:

1. Touch **Unmount Volume**.
2. Touch **sdcard** to list the mounted volumes on the microSD card or **internal** to list the mounted volumes on internal storage.
3. Touch **OK**.
4. Select the volume to un-mount.
5. Touch **OK**.

Delete Volume

To delete an encrypted volume:

1. If the encrypted volume is mounted, unmount it.
2. Touch **Delete Volume**.
3. Touch **sdcard** to list the unmounted volumes on the microSD card or **internal** to list the unmounted volumes on internal storage.
4. Select the volume to delete.
5. Touch **OK**.

Create EFS File

When creating an encrypted volume, the parameter information can be imported from a file instead of entering manually.

1. On a host computer, create a text file.
2. In the text file enter the following:

<Volume Name> <Volume Storage Type> <Key Name> <Mount Path> <Auto Mount > <Volume size>

where:

<Volume Name> = name of the volume.

<Volume Storage Type> = storage location. Options: internal or sdcard.

<Key Name> = name of the key to use when creating the volume.

<Mount Path> = path where the volume will be located.

<Auto Mount> = Options: 1 = yes, 0 = no.

<Volume size> = size of the volume in Megabytes.

example:

MyVolume sdcard key1 /mnt/sdcard/efsfolder 1 1

3. Save the text file as *efsfile*.

Off-line Extraction Tool

The Secure Storage feature allows for the usage of an encrypted file system. The off-line extraction tool allows encrypted file systems to be used on an Ubuntu version number 10.04LTS desktop. The off-line extraction tool is a shell script used to create, mount and unmount an encrypted file system used with the Secure Storage feature.

Connect the ET1 to the host computer

Usage

On a Ubuntu desktop, at a terminal prompt, type: **offline_extraction.sh**.

The following Main Menu appears:

```
[ Offline-extraction tool ]
1)    Create an image
2)    Mount an existing EFS image
3)    Unmount final mount location, device mapper and loop device
4)    Quit
Please, choose one from the list and press ENTER:
```

Creating an Image

To create an image:

1. From the Main Menu, select item **1**. The following appears:

```
Please enter EFS file name (e.g. /tmp/1.efsmot): <volume name>
Please enter encryption key (64-bytes hex value):
Please enter the EFS image size (in MB): <volume size in MB>
Please enter EFS image filesystem type (e.g. ext4, vfat...): ext4

DONE - OK
```

2. The utility first prompts for the name of the volume to create. Any ASCII string that meets standard Linux file naming rules is valid. Enter the image name and then press **Enter**.
3. The utility then prompts for the encryption key. This is a 64 byte hexadecimal value. Enter a string of 64 hexadecimal digits and then press **Enter**.
4. The utility then prompts for the image size. Enter the size of the volume in MB. A number must be entered without the units. It is understood that MB. A value of 2000, is 2 GB. Note that 4 GB is the largest volume that is supported on the ET1.
5. The utility lastly prompts for the filesystem type. Enter **ext4** and then press **Enter**.
The utility then creates the volume in the current working directory.
The utility then finishes the creation process and then prompts to whether the volume should be mounted.
Press **[1]** if you want to mount or press **[2]** if you want to exit
6. Press **1** will prompt for the mount point. For example, **/mnt** is prompted. Press **Enter** to mount the encrypted volume at the selected point. After mounting, an option to return to the Main Menu or Exit is provided.
Press **2** to exit the utility without mounting.
7. If the volume is mounted on the desktop, then that volume can be provisioned with files for deployment.
8. Unmounted volumes can then be copied to the ET1 and subsequently mounted using the Secure Storage Administrator by providing the encryption key used.

Mounting an Image

To mount an image:

1. From the Main Menu, select item **2**. The following appears:
Please enter EFS file name (e.g. /tmp/1.efsmot): <volume name>
Please enter encryption key (64-bytes hex value):
Please enter mount path (e.g. /mnt): <existing mount point>

DONE - OK
2. Enter the name of the volume and then press **Enter**.
3. The utility then prompts for the encryption key. This is a 64 byte hexadecimal value. Enter a string of 64 hexadecimal digits and then press **Enter**.
4. Enter the mount point where to connect the volume into the file system and then press **Enter**. The example of /mnt is provided.

Unmounting an Image

To unmount an image:

1. From the Main Menu, select item **3**. The following appears:
Please enter EFS file name (e.g. /tmp/1.efsmot): <volume name>

DONE - OK
2. Enter the name of the volume to unmount.
3. Press **Enter**.

CHAPTER 7 SETTINGS

Introduction

This chapter describes settings available for configuring the ET1.

Location Settings

Use the **Location & Security** settings to set preferences for using and sharing location information. Touch  > **Settings** > **Location & security**.

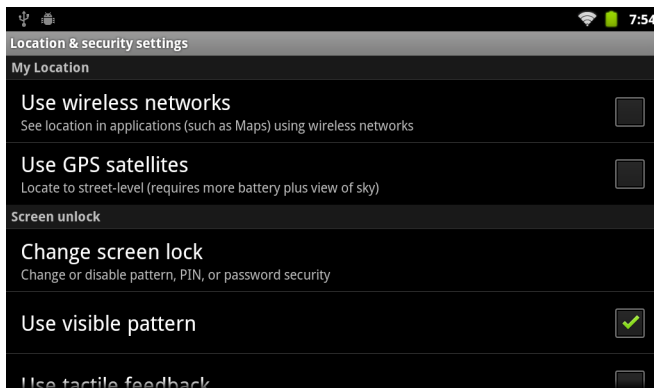


Figure 7-1 *Location & Security Settings*

Check **Use wireless networks** checkbox to use information from Wi-Fi networks to determine approximate location.

Check **Use GPS satellites** to use the ET1's global positioning system (GPS) receiver to obtain approximate location position. GPS accuracy is dependent upon a clear view of the sky and other factors.

Screen Unlock Settings

Use the **Location & Security** settings to set preferences for locking the screen. Touch  > **Settings** > **Location & security**.



NOTE Options vary depending upon the application's policy, for example, email.

- **Set up screen lock/Change screen lock** - Touch to configure the ET1 to require a pattern, PIN, or password to unlock the screen.
- **Screen unlock security** - Touch to select the type of unlock security.
 - **None** - Disable screen unlock security.
 - **Pattern** - Draw a pattern to unlock screen. See [Screen Unlock Using Pattern on page 7-4](#) for more information.
 - **PIN** - Enter a numeric PIN to unlock screen. See [Set Screen Unlock Using PIN on page 7-2](#) for more information.
 - **Password** - Enter a password to unlock screen. See [Set Screen Unlock Using Password on page 7-3](#) for more information.

Lock the screen to protect access to data on the ET1. Some email accounts require locking the screen. The Locking feature functions differently in Single-user versus Multiple-user mode.

Single User Mode

When locked, a pattern, PIN or password is required to unlock the ET1. Press the Power button to lock the screen. The ET1 also locks after a pre-defined time-out.

Press and release the Power button to wake the ET1. The Lock screen displays.

Slide  up to unlock the screen. If the Pattern screen unlock feature is enabled, the Pattern screen appears instead of the Lock screen.

If the PIN or Password screen unlock feature is enabled, enter the PIN or password after unlocking the screen.

Set Screen Unlock Using PIN

To set the ET1 to have the user enter a PIN:

1. Touch  > **Settings** > **Location & security** > **Set up screen lock** > **PIN**.

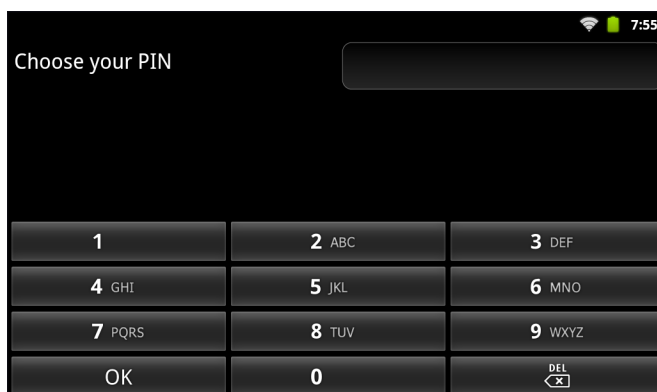


Figure 7-2 Enter PIN Screen

2. Enter a PIN (between 4 and 16 characters) then touch **OK**.
3. Re-enter PIN and then touch **OK**.
4. Touch **Use tactile feedback** to enable vibration when the user enters PIN.
5. Touch **Home**. The next time the ET1 goes into suspend mode a PIN is required upon waking.

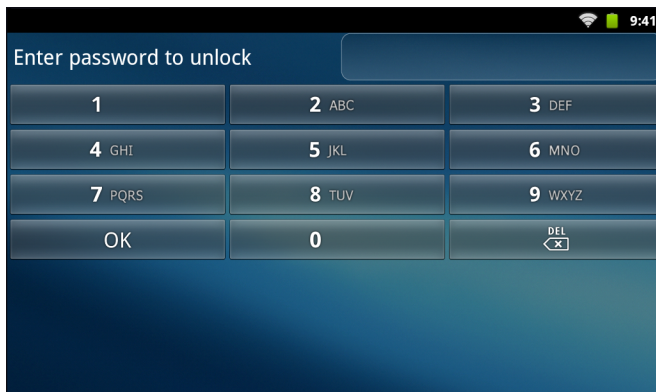


Figure 7-3 PIN Screen

Set Screen Unlock Using Password

To set the ET1 to have the user enter a password:

1. Touch  > **Settings** > **Location & security** > **Set up screen lock** > **Password**.

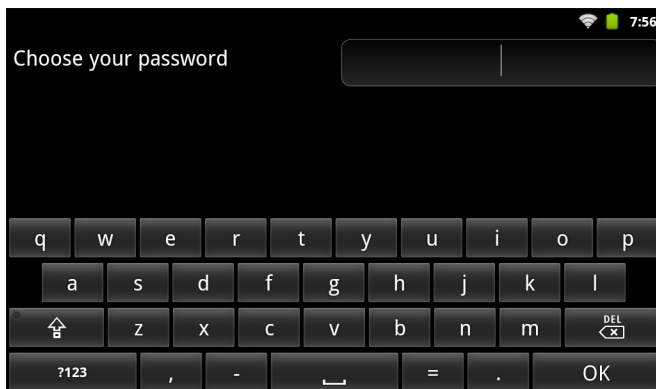


Figure 7-4 Enter Password Screen

2. Enter a Password (between 4 and 16 characters) then touch **OK**.
3. Re-enter Password and then touch **OK**.
4. Touch **Use tactile feedback** to enable vibration when the user enters password.
5. Touch **Home**, The next time the ET1 goes into suspend mode a Password is required upon waking.

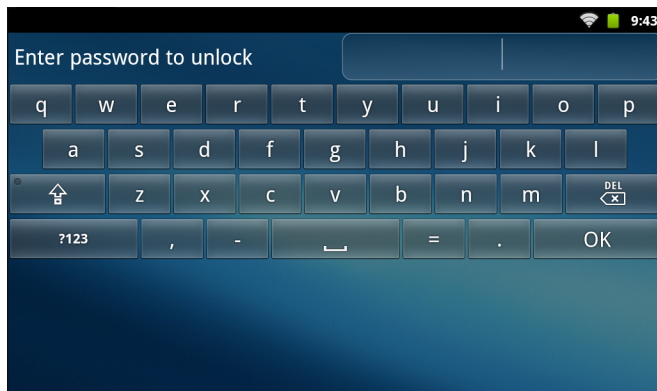


Figure 7-5 Password Screen

Screen Unlock Using Pattern

To set the ET1 to have the user enter a pattern:

1. Touch  > **Settings** > **Location & security** > **Set up screen lock** > **Pattern**.
2. Touch  to view instructions on the screen. Watch pattern example and then touch **OK**.

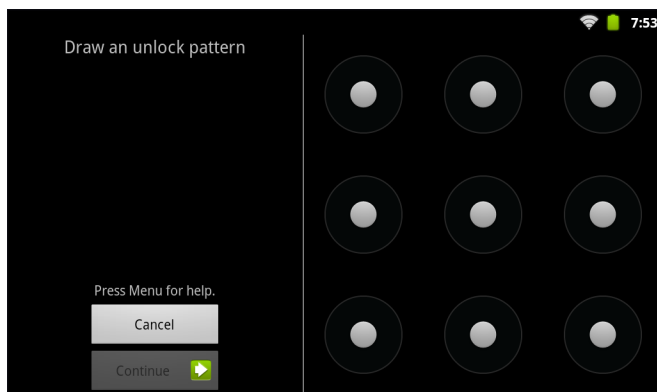


Figure 7-6 Draw Pattern Screen

3. Draw a pattern connecting at least four dots.
4. Touch **Continue**.
5. Re-draw pattern.
6. Touch **Confirm**.
7. Touch **Use visible pattern** to show the pattern when user draws pattern.
8. Touch **Use tactile feedback** to enable vibration when the user enters password.
9. Touch **Home**. Next time the ET1 goes into suspend mode a Pattern is required upon waking.

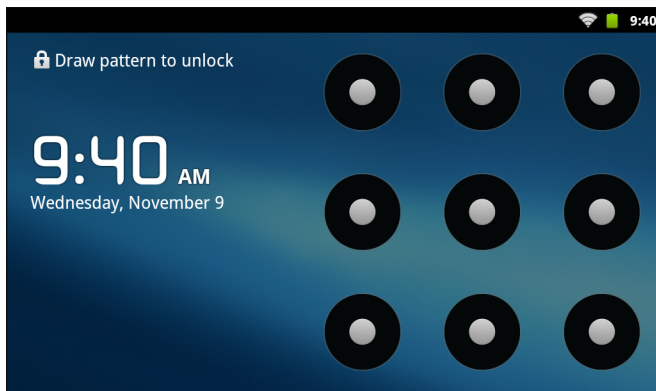


Figure 7-7 Pattern Screen

Removing or Change the Screen Lock

To change or remove the screen lock feature:

1. Touch  > **Settings** > **Location & security** > **Change screen lock**.
2. Enter the current PIN, Password or Pattern.
3. Touch **OK**, if required.
4. Touch **None** to remove the current screen lock or **Pattern**, **PIN** or **Password** to change the current lock to a different lock.

Multiple User Mode

For Multi-user Mode configuration, see [Chapter 6, Administrator Utilities](#).

Passwords

To set the ET1 to briefly show password characters as the user types, set this option. Touch  > **Settings** > **Location & security**. Touch **Visible passwords**. A check in the checkbox indicates that the option is enabled.

Button Remapping

The ET1's programmable buttons, **P1**, **P2** and **P3** and the Left and Right Scan/Action buttons can be programmed to perform different functions.

1. Touch  > **Settings** > **Applications** > **Button Remap Program**.

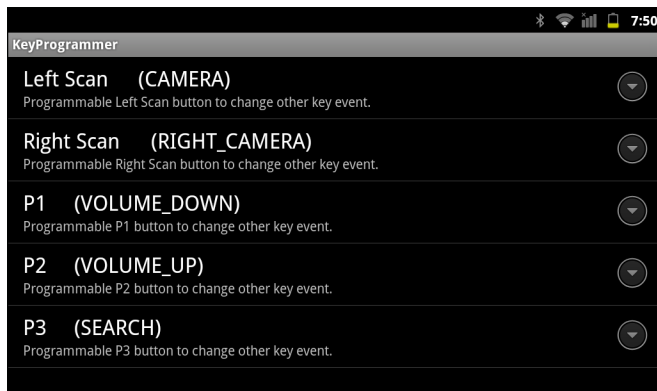


Figure 7-8 KeyProgrammer Screen

2. Select the button to remap.
3. In the menu, select a new function.
4. Touch **Home**.

Exporting a Configuration File

The Button Remapping configuration can be exported to an xml file and imported into other ET1 devices. To export the configuration file:

1. Touch  > **Export**.
2. In the **Input export Remap file** dialog box, touch the path that displays.
3. In the **Input export Remap file** text box, enter a filename. Do not enter spaces.
Use the filename *SysKeypadRemap.xml* to ensure that the configuration persists after an Enterprise Reset. See [Enterprise Reset on page 7-7](#) for more information.
4. Touch **OK**. The configuration file is saved in the folder: */enterprise/device/settings/keypad*.
5. Copy the xml file from the folder to a host computer. See [Chapter 3, USB Communication](#).

Importing a Configuration File

To import a Button Remapping configuration file:

1. Copy the configuration file from a host computer to the root of the microSD card. See [Chapter 3, USB Communication](#).
2. On the ET1, use **FileXP** to move the file from the root of the microSD card to the folder: */enterprise/device/settings/keypad*.
3. Touch **Settings > Applications > Button Remap Program**.
4. Touch  > **Import**.
5. In the **Select Import remap button config file** list, select the configuration file to import.
6. Touch **Remap file**.

Creating Remap File

The administrator can create an xml configuration file and import it into any ET1 device. Use any text editor to create the xml file.

```
<Button_Remap>
    <Left_Trigger>BUTTON_L1</Left_Trigger>
    <Right_Trigger>BUTTON_R1</Right_Trigger>
    <P1>VOLUME_DOWN</P1>
    <P2>VOLUME_UP</P2>
    <P3>SEARCH</P3>
</Button_Remap>
```

Replace the button event strings. See [Appendix B, Keypad Remap Strings](#) for a list of available button functions.

Enterprise Reset

To ensure that the configuration persists after an Enterprise Reset, import the configuration file with the name *SysKeyRemap.xml*. After an Enterprise Reset, the ET1 looks for this file. If it exists, the Button Remap Program is configured with the settings in this file.

Accounts & Sync Settings

Use the **Accounts & Sync settings** to add, remove, and manage accounts. Use these settings to control how applications send, receive, and sync data on their own schedules, and whether applications can synchronize user data automatically.

Applications may also have their own settings to control how they synchronize data; see the documentation for those applications for details.

- **General sync settings**
 - **Background data** - Check to permit applications to synchronize data in the background. Unchecking this setting can save battery power.
 - **Auto-sync** - Check to permit applications to synchronize data on their own schedule. If unchecked, touch  > **Sync now** to synchronize data for that account. Synchronizing data automatically is disabled if **Background data** is unchecked. In that case, the Auto-sync checkbox is dimmed.
 - **Manage accounts** - Lists accounts added to the ET1.
Touch an account to open its account screen.

Language Usage

Use the **Language & Keyboard** settings to change the language that display for the text and including words added to its dictionary.

To change the ET1 language:

1. Touch **Select language**. The **Locale** screen displays all available languages.

2. Touch a language from the list. Automatically most text changes to that language.

To add words to the default user dictionary:

1. Touch **User dictionary**.
2. Touch  > **Add**.
3. In the **Add to dictionary** text box, enter a new word.
4. Touch **OK**.

Keyboard Settings

Use the **Language & keyboard** settings for configuring the on-screen keyboards. The ET1 contains the following keyboard settings:

- Android Keyboard
- Japanese IME
- Chinese keyboard

About Device

Use **About device** settings to view information about the ET1. Touch  > **Setting** > **About device**.

- **Status** - Touch to display the following:
 - **Battery status** - Indicates if the battery is charging (on AC power) or discharging (on battery power).
 - **Battery level** - Indicates the battery charge level.
 - **Backup battery level** - Indicates the backup battery charge level.
 - **Wi-Fi MAC address** - Displays the Wi-Fi radio MAC address.
 - **Bluetooth address** - Displays the Bluetooth radio Bluetooth address.
 - **Up time** - Displays the time that the ET1 has been running since being turned on.
- **Battery use** - Displays a list of the applications and operating system components used since the ET1 was charged last.
- **Legal information** - Opens a screen to view legal information about the software included on the ET1.
- **Serial number** - Displays the serial number of the device.
- **Model number** - Displays the device model number.
- **Android version** - Displays the operating system version.
- **Bootloader version** - Displays the bootloader version.
- **Kernal version** - Displays the kernal version.
- **Build number** - Displays the software build number.

CHAPTER 8 APPLICATION DEPLOYMENT

Introduction

This chapter describes features in Android including new security features, how to package applications, and procedures for deploying applications onto the ET1.

Security

The ET1 implements a set of security policies that determine whether an application is allowed to run and, if allowed, with what level of trust. To develop an application, you must know the security configuration of the device, and how to sign an application with the appropriate certificate to allow the application to run (and to run with the needed level of trust).

Secure Certificates

If the VPN or Wi-Fi networks rely on secure certificates, obtain the certificates and store them in the ET1's secure credential storage, before configuring access to the VPN or Wi-Fi networks.

If downloading the certificates from a web site, set a password for the credential storage.

ET1 supports X.509 certificates saved in PKCS#12 key store files with a .p12 extension (if key store has a .pfx or other extension, change to .p12).

The ET1 also installs any accompanying private key or certificate authority certificates contained in the key store.

To install a secure certificate from the microSD card:

1. Copy the certificate from the host computer to the root of the microSD card. See [Chapter 3, USB Communication](#) for information about connecting the ET1 to a host computer and copying files.
2. Touch  >  > **Settings**.
3. Touch **Location & security**.
4. Touch **Install from SD card**.

5. Touch the filename of the certificate to install. Only the names of certificates not already installed are displayed.
6. If prompted, enter the certificate's password and touch **OK**.
7. Enter a name for the certificate and touch **OK**. If a password has not been set for the credential storage, enter a password for it twice and then touch **OK**.

The certificate can now be used when connecting to a secure network. For security, the certificate is deleted from the microSD card.

Credential Storage Settings

1. Touch  >  > **Settings**.
2. Touch **Location & security**.
 - **Use secure credentials** - Check to allow applications to access the ET1's encrypted store of secure certificates and related passwords and other credentials. If a password is not for the credential storage, the setting is disabled.
 - **Install from SD card** - Touch to install a secure certificate from the microSD card.
 - **Set password** - Opens a dialog box to set or change the password for secure credential storage. The password must have at least eight characters.
 - **Clear storage** - Deletes all secure certificates and related credentials and erases the secure storage password.

Development Tools

Get tools at <http://developer.android.com>.

To start developing applications for the ET1, download the development SDK and the Eclipse IDE. Development can take place on a Microsoft® Windows®, Mac® OS X®, or Linux® operating system.

Applications are written in the Java language, but compiled and executed in the Dalvik VM (a non-Java virtual machine). Once the Java code is compiled cleanly, the developer tools make sure the application is packaged properly, including the AndroidManifest.xml file.

The development SDK is distributed as a ZIP file that unpacks to a directory on the host computer hard drive. The SDK includes:

- **android.jar**
Java archive file containing all of the development SDK classes necessary to build an application.
- **documentation.html and docs directory**
The SDK documentation is provided locally and on the Web. It's largely in the form of JavaDocs, making it easy to navigate the many packages in the SDK. The documentation also includes a high-level Development Guide and links to the broader community.
- **Samples directory**
The samples subdirectory contains full source code for a variety of applications, including ApiDemo, which exercises many APIs. The sample application is a great place to explore when starting application development.

- **Tools directory**
Contains all of the command-line tools to build applications. The most commonly employed and useful tool is the adb utility.
- **usb_driver**
Directory containing the necessary drivers to connect the development environment to an enabled device. These files are only required for developers using the Windows platform.

Development Settings

Opens the Development screen to set development related settings.

- **USB debugging** - Check to permit debugging tools on a computer to communicate with the ET1 using a USB connection (default - off).
- **Stay awake** - Check to prevent the screen from dimming and locking when the ET1 is connected to a charger or to a USB device that provides power. Don't use this setting with a static image on the ET1 for long periods of time, or the screen may be marked with that image.
- **Allow mock locations** - Check to permit a development tool on a computer to control where the ET1 believes it is located, rather than using the ET1's own internal tools.

ADB USB Setup

In order to use the adb, the USB driver has to be modified. This assumes that the development SDK has been installed on the host computer. Go to <http://developer.android.com/sdk/index.html> for details on setting up the development SDK.

Windows XP and Windows 7 Installation

To install the USB driver on Windows XP or Windows 7 operating system:

1. Locate the file: *adb_usb.ini* in the *.android* directory.
 - For Windows XP, look in the following folders:
 - <dir>\Documents and Settings\<user_name>\.android\
 - <dir>\Profiles\<user_name>\.android\
 - For Windows 7, look in <dir>\Users\<user_Name>\.android\
2. Edit *adb_usb.ini* file. If the file is not in the folder, created a new text file in the folder.
 - a. Add 0x05E0 to the *adb_usb.ini* file.
 - b. Save and close the file.
3. Locate the *android_usb.ini* file in: <sdk dir>\extras\google\usb_driver.
4. Edit the *android_usb.ini* file.
 - a. Add the following text in the *android_usb.ini* file for both 32 bits [google.NTx86] and 64bits [google.NTamd64] sections in the file:


```
;ET1
%SingleAdbInterface% = USB_Install, USB\VID_05E0&PID_1E00
%SingleAdbInterface% = USB_Install, USB\VID_05E0&PID_1E01
%CompositeAdbInterface% = USB_Install, USB\VID_05E0&PID_1E01&MI_0
```

- b. Save and close the file.
- 5. To install ADB USB driver for the first time:
 - a. Connect the ET1 to the host computer using the Single-slot USB Docking cradle or the USB/Charge cable. See [Chapter 2, Accessories](#).
Windows detects a new USB hardware device and launches **Hardware Update Wizard**.
 - b. Select **install from the a list or specific location** and click **Next**.
 - c. Click **Browse** and locate the USB driver folder: <sdk dir>\extras\google\usb_driver.
 - d. Click **Next** to install the driver.
- 6. Reboot the host computer.
- 7. Verify the device is connected.
In the Windows Command prompt, execute command: **adb devices** from <sdk>/platform-tools.
If connected, the ET1 displays in the device list.

Linux Installation

To install the USB driver on a Linux operating system:

- 1. Locate the *adb_usb.ini* file in *.android* directory: *~/.android/*
- 2. Edit the *adb_usb.ini* file. If the file is not available then created this file in the directory.
 - a. Add 0x05E0 to the *adb_usb.ini* file.
 - b. Save and close the file.
- 3. Setup udev rules to include ADB USB configuration with ET USB vendor ID for ET1.
 - a. Log in as root and create a 51-android.rules file in this path: */etc/udev/rules.d/*
 - b. Add the following USB vendor ID in 51-android.rules file
`SUBSYSTEM=="usb", ATTR{idVendor}=="05e0", MODE="0666", OWNER="<user_name>"`
 - c. Save and close the file.
- 4. Change the file permissions on 51-android.rules file.
Execute command: `chmod a+r /etc/udev/rules.d/51-android.rules`
Note: For details on configuring the ADB USB vendor ID, go to <http://developer.android.com/guide/developing/device.html>.
- 5. Reboot the host computer.
- 6. Verify the ET1 USB connection.
 - a. On the Linux terminal, execute command: `adb devices` from *<sdk>/platform-tools/* directory.
If connected, the ET1 displays in the device list.

Application Installation

After an application is developed, install the application onto the ET1 using one of the following methods:

- USB connection, see [Chapter 3, USB Communication](#).

- Android Debug Bridge, see [Using Android Debug Bridge on page 8-5](#)
- Mobility Services Platform (MSP) for Android.

Installation Using USB Connection

To install an application using a USB connection:

1. Connect the USB/Charge cable to the ET1 and the host computer or place the ET1 in the Single-slot USB Docking cradle to the host computer. See [Chapter 2, Accessories](#) for setup information.
2. Open the Notification Panel.
3. Touch **USB Connected**.
4. Touch **Turn on USB storage**.
5. The ET1 displays as a Removable Disk on the host computer.
6. On the host computer, copy the application .apk file from the host computer to the Removable Disk.
7. unmount.
8. On the ET1, touch **Turn off USB storage**.
9. Touch .
10. Touch **Launcher > FileXP** to view files on microSD card.
11. Locate the application .apk file.
12. Touch the application file to begin the installation process.
13. To confirm installation and accept what the application affects, touch **Install**. otherwise touch **Cancel**.

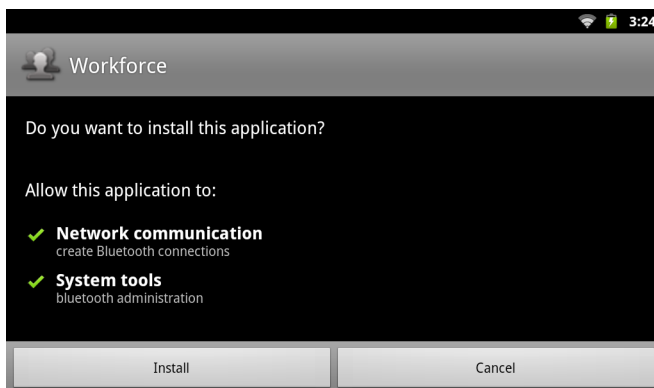


Figure 8-1 *Accept Installation Screen*

14. Touch **Open** to open the application or **Close** to exit the installation process. The application appears in the Launcher.

Using Android Debug Bridge

Use ADB commands to install application onto the ET1.



CAUTION When connecting the ET1 to a host computer and mounting its microSD card, follow the host computer's instructions for connecting and disconnecting USB devices, to avoid damaging or corrupting files.

1. Setup the ET1 and either the USB/Charge Cable or the Single-slot USB Docking Cradle. See [Chapter 2, Accessories](#) for setup information.
2. Place the ET1 into the cable cup or the cradle. **USB Connected** appears on the Status bar.
3. Touch  > **Settings** > **Applications** > **Development**.
4. Select **USB Debugging**. A check appears in the checkbox. The **Allow USB debugging?** dialog box appears.
5. Touch **OK**.
6. On the host computer, open a command prompt window and use the adb command:
`adb install <application>`
 where:
 - <application> = the path and filename of the apk file.



NOTE Use the command adb help to get full list of adb commands.



CAUTION Carefully follow the host computer's instructions to unmount the microSD card and disconnect USB devices correctly to avoid losing information.

7. Unmount the microSD card on the host computer.

Mobility Services Platform

The MSP 3 Client Software is a set of software components that come pre-installed on the ET1. The MSP 3 Client software consists of the following components:

The **Rapid Deployment** application provides support for MSP 3 Staging functionality, provides support for the MSP 3 Legacy Staging process, and provides support for backward-compatible legacy MSP 2.x Legacy Staging functionality.

The **MSP Agent** application provides MSP Provisioning functionality and Control functionality when used with MSP 3.2 Control Edition.

Refer to the Mobility Services Platform 3.2 User's Guide, p/n 72E-100158-xx, for instructions for using the Rapid Deployment and MSP3 Agent clients.

Uninstall an Application

To uninstall an application:

1. Touch  > **Manage apps**.
2. Touch the **Downloaded** tab.

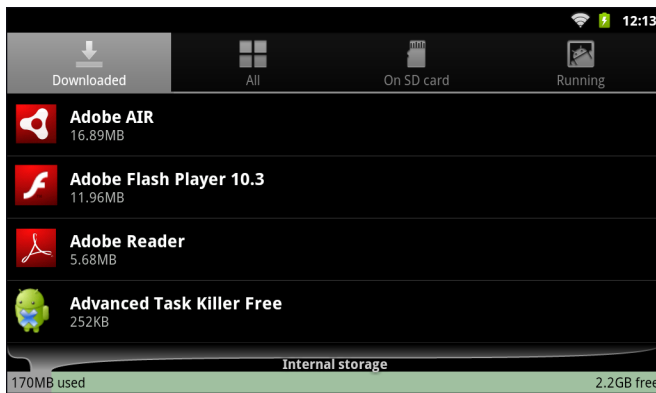


Figure 8-2 Downloaded Tab

3. Touch the application to uninstall.
4. Touch **Uninstall**.
5. Touch **OK** to confirm.

System Update

System Update packages can contain either partial or complete updates for the operating system. Motorola Solutions distributes the System Update packages on the Support Central web site.

1. Download the system update package:
 - Go to the Motorola Support Central web site, <http://supportcentral.motorola.com>.
 - Download the appropriate System Update package to a host computer.
2. Locate the System Update package file on the host computer and un-compress the file into a separate directory.
3. Copy the ET1N0GxxRUxxxxxxx.zip file to the root directory of the microSD card. See [Chapter 3, USB Communication](#).
4. Press and hold the Power button until the **Device options** menu appears.
5. Touch **Reset**.
6. Touch **OK**. The ET1 resets.
7. Press and hold the Right Scan/Action button.
8. When the Recovery Mode screen appears release the Right Scan/Action button.

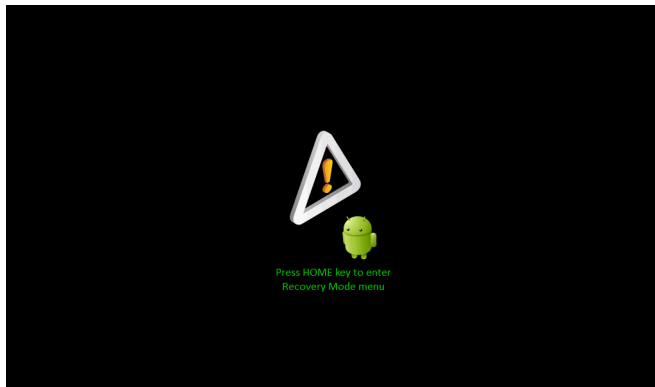


Figure 8-3 *Recovery Mode Screen*

9. Touch . The System Recovery screen appears.

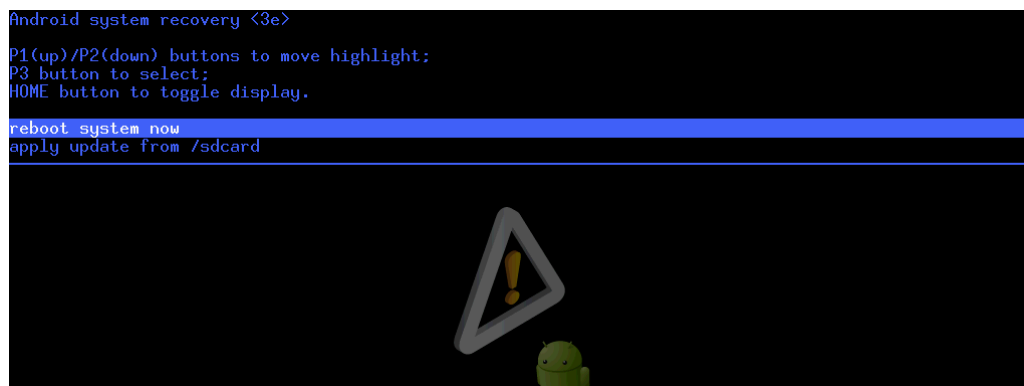


Figure 8-4 *System Recovery Screen*

10. Touch **P1** or **P2** to navigate to the **apply update from /sdcard** option.
11. Touch **P3**.
12. Touch **P1** or **P2** to navigate to the ET1N0GxxRUxxxxxxx.zip file.
13. Touch **P3**. The System Update installs and then the ET1 resets.

Storage

The ET1 contains four types of file storage:

- Random Access Memory (RAM)
- External storage (microSD card)
- Internal storage
- Enterprise folder.

Random Access Memory

Executing programs use RAM to store data. Data stored in RAM is lost upon a reset.

The operating system manages how applications use RAM. It only allows applications and component processes and services to use RAM when required. It may cache recently used processes in RAM, so they restart more quickly when opened again, but it will erase the cache if it needs the RAM for new activities.

To view the amount of free and used memory, touch **Menu** > **Settings** > **Applications** > **Running Services**. The bar at the bottom of the screen displays the amount of used and free RAM.

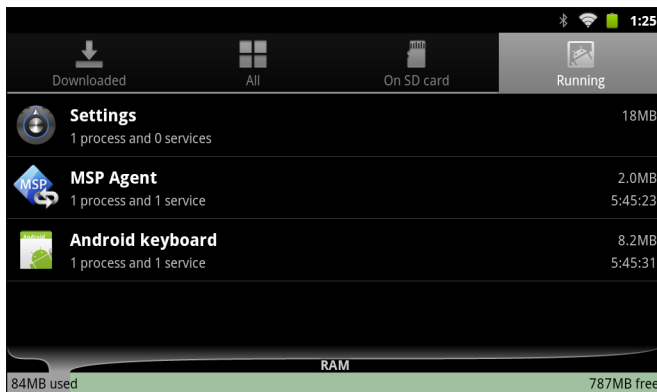


Figure 8-5 Running Tab

External Storage

The ET1 has a removable microSD card. The microSD card content can be viewed and files copied to and from when the ET1 is connected to a host computer. Some applications are designed to be stored on the microSD card rather than in internal memory.

To view the used and available space on the microSD card, touch **Menu** > **Settings** > **Storage**.

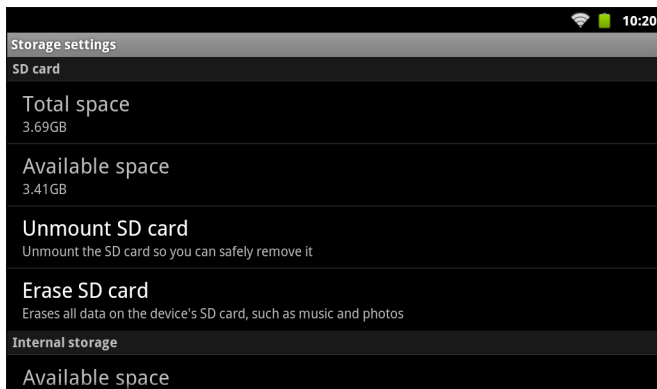


Figure 8-6 Storage Settings - SD card

- **Total space** - Displays the total amount of space on the installed microSD card.
- **Available space** - Displays the available space on the installed microSD card.
- **Unmount SD card** - Unmounts the installed microSD card from the ET1 so that it can be safely removed when the ET1 is on. This setting is dimmed if there is no microSD card installed, if it has already been unmounted or if it has been mounted on a host computer.
- **Erase SD card** - Permanently erases everything on the installed microSD card.

To view used and free memory on the microSD card, touch **Menu** > **Settings** > **Applications** > **Running services** > **on SD card**. The bar at the bottom of the screen displays the amount of used and free storage.

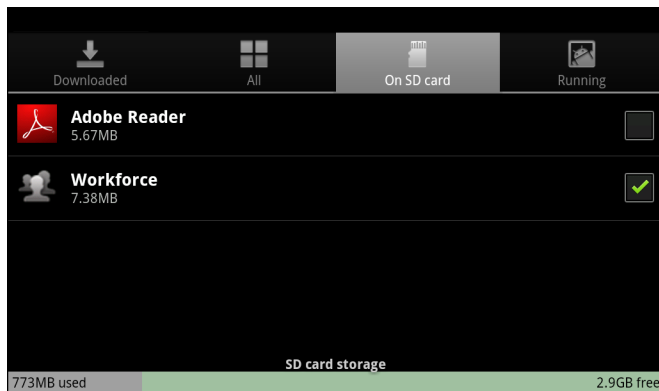


Figure 8-7 Available SD Card Storage

Internal Storage

Internal storage is the memory where most applications and data are stored.

The operating system protects all data and applications from power-related loss. Because the operating system mounts the entire file system in persistent storage, ET1 devices provide a reliable storage platform even in the absence of battery power. Internal Storage provides application developers with a reliable storage system available through the standard ext4 file system. Data in Internal storage is lost upon a Factory or Enterprise reset.

Internal Storage is approximately 2.3 GB (formatted). To view the available internal storage, touch **Settings > Storage**.

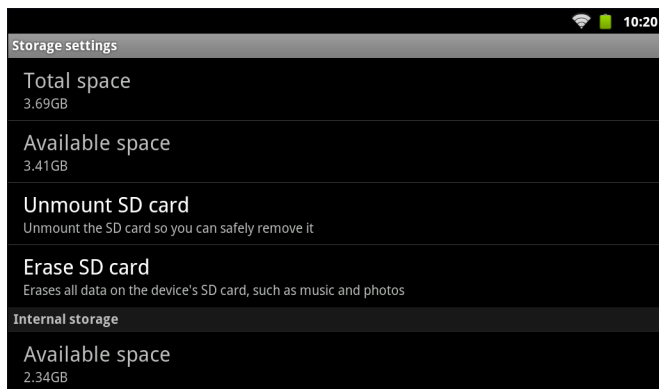


Figure 8-8 Storage settings - Internal Storage

- **Internal Storage - Available space** - Displays the amount of available space on the internal memory.

Enterprise Folder

The Enterprise folder (within internal storage) is a super-persistent storage that is persistent after a reset and an Enterprise Reset. The Enterprise folder is erased during a Factory Reset. The Enterprise folder is used for deployment and device-unique data. The Enterprise folder is approximately 128 MB (formatted). Applications can persist data after an Enterprise Reset by saving data to the enterprise/user folder.

Managing Applications

Applications use two kinds of memory: storage memory and RAM. Applications use storage memory for themselves and any files, settings, and other data they use. They also use RAM when they are running.

Press  >  > **Manage apps**.

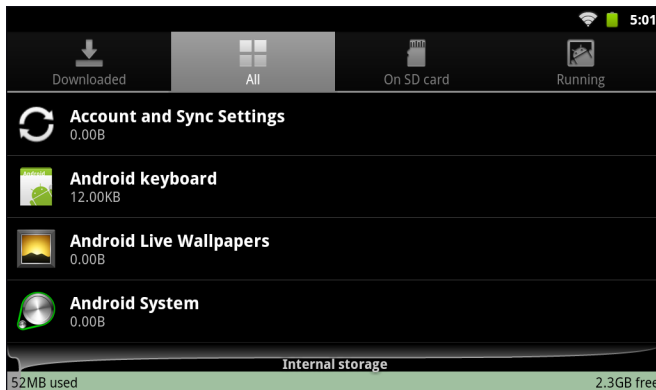


Figure 8-9 *Manage Applications Screen*

The **Manage Applications** screen has four tabs, with lists of applications and their components in each. At the bottom of each tab is a graph of the memory used by the items in the list and amount of free memory.

Touch an application, process, or service in a list to open a screen with details about it and, depending on the item, to change its settings, stop it or uninstall it.

- Touch the **Downloaded** tab to view the applications downloaded to the ET1.
- Touch the **All** tab to view all the applications installed on the ET1, including factory installed applications and downloaded applications.
- Touch the **On SD card** tab to view the applications installed on the microSD card. A check mark indicates that the application is installed on the microSD card. Unchecked items are installed in internal storage and can be moved to the microSD card.
- Touch the **Running** tab to view the applications and their processes and services that are running or cached.

When on the **Downloaded**, **All**, or **On SD card** tab, touch  > **Sort by size** or **Sort by name** to switch the order of the list.

Get Details About an Application

To view specific information about an application:

1. Touch **Home** >  > **Manage apps**.
2. Open the **Manage applications** screen.
3. Touch an application, process, or service.

The Application Info screen lists the application name and version number, and details about the application. Depending on the application and where it came from, it may also include buttons for managing the application's data, forcing the application to stop, and uninstalling the application. It also lists details about the kinds of information about your phone and data that the application has access to.

Applications have different kinds of information and controls, but commonly include:

- Touch **Force stop** to stop an application.
- Touch **Uninstall** to remove the application and all of its data and settings from the ET1. See [Uninstall an Application on page 8-6](#) information about uninstalling applications.
- Touch **Clear data** to delete an application's settings and associated data.
- Touch **Move to USB storage** or **Move to SD card** to change where some applications are stored.
- **Cache** If the application stores data in a temporary area, lists how much information is stored, and includes a button for clearing it.
- **Launch by default** clears If you have configured an application to launch certain file types by default, you can clear that setting here.
- **Permissions** lists the areas on the ET1 that the application has access to.

Stopping an Application

To monitor how much RAM running applications and cached processes are using and if necessary, stop them.

1. Touch **Home** >  > **Manage apps**.
2. Touch the **Running** tab.
3. Touch **Home**  > **Show cached processes** or **Show running services** to switch back and forth.

The **Running** tab lists the applications, processes, and services that are currently running or that have cached processes and how much RAM they are using.

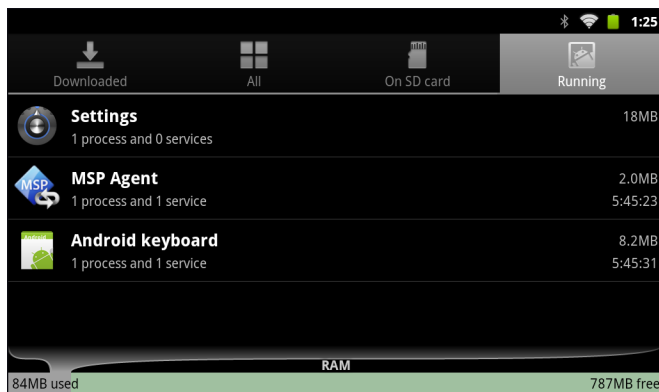


Figure 8-10 *Running Applications*

4. The graph at the bottom of the screen displays the total RAM in use and the amount free.

Touch an application, process, or service.

5. Touch **Stop**.

NOTE Stopping an application or operating system processes and services disables one or more dependant functions on the ET1. The ET1 may need to be reset to restore full functionality.

Changing Application Location

Some applications are designed to be stored on a microSD card, rather than in internal storage. Others are designed so you can change where they are stored. You may find it helpful to move large applications off of

your internal storage, to make more room for other applications that don't offer the option. Many large applications are designed this way for exactly this reason.

To move an application:

1. Touch **Home**  > **Manage apps**.
2. Touch **On SD card**.

The tab lists the applications that must be or can be stored on the microSD card. Each application lists the amount of storage it uses on internal storage (even when not stored there, all applications use at least a small amount of internal storage).

Applications that are stored on the microSD card are checked.

The graph at the bottom shows the amount of memory used and free of the microSD card: the total includes files and other data, not just the applications in the list.

Touch an application in the list.

The Storage section of the application's details screen shows details about the memory used by the application. If the application can be moved, the Move button is active.

Touch **Move to USB storage** or **Move to SD card** to move the bulk of the application from the ET1's internal storage.

Touch **Move to phone** to move the application back to the ET1's internal storage.

Managing Downloads

Files and applications downloaded in the Browser or Email are stored on the ET1 microSD card in the **Download** directory. Use the **Downloads** application to view, open, or delete downloaded items.

To manage downloaded files touch **Launcher** > **Downloads**.

1. Touch an item to open it.
2. Touch headings for earlier downloads to view them.
3. Check items to delete; then touch **Delete**. The item is deleted from the ET1 microSD card.
4. Touch  > **Sort by size** or **Sort by time** to switch back and forth.

When an application is opened, the other applications being used do not stop. The operating system and applications work together to ensure that applications not being used do not consume resources unnecessarily, stopping and starting them as needed. For this reason, there's no need to stop applications unless it is not functioning properly.

CHAPTER 9 MAINTENANCE & TROUBLESHOOTING

Introduction

This chapter includes instructions on cleaning and storing the ET1, and provides troubleshooting solutions for potential problems during ET1 and accessory operation.

Maintaining the ET1

For trouble-free service, observe the following tips when using the ET1:

- Do not scratch the screen of the ET1. When working with the ET1, use finger or stylus intended for use with capacitive touch screens. Never use an actual pen or pencil or other sharp object on the surface of the ET1 screen.
- The screen of the ET1 is glass. Do not drop the ET1 or subject it to strong impact.
- Protect the ET1 from temperature extremes. Do not leave it on the dashboard of a car on a hot day, and keep it away from heat sources.
- Do not store or use the ET1 in any location that is dusty, damp, or wet.
- Use a soft lens cloth to clean the ET1. If the surface of the ET1 screen becomes soiled, clean it with a soft cloth moistened with a diluted window-cleaning solution.
- Periodically replace the rechargeable battery to ensure maximum battery life and product performance. Battery life depends on individual usage patterns.

Battery Safety Guidelines

- The area in which the units are charged should be clear of debris and combustible materials or chemicals. Particular care should be taken where the device is charged in a non commercial environment.
- Follow battery usage, storage, and charging guidelines found in the [Chapter 1, Getting Started](#).
- Improper battery use may result in a fire, explosion, or other hazard.

- To charge the mobile device battery, the battery and charger temperatures must be between +32 °F and +104 °F (0 °C and +40 °C)
- Do not use incompatible batteries and chargers. Use of an incompatible battery or charger may present a risk of fire, explosion, leakage, or other hazard. If you have any questions about the compatibility of a battery or a charger, contact Motorola Enterprise Mobility support.
- To enable authentication of an approved battery, as required by IEEE1725 clause 10.2.1, all batteries will carry a Motorola hologram. Do not fit any battery without checking it has the Motorola authentication hologram.
- Do not disassemble or open, crush, bend or deform, puncture, or shred.
- Severe impact from dropping any battery-operated device on a hard surface could cause the battery to overheat.
- Do not short circuit a battery or allow metallic or conductive objects to contact the battery terminals.
- Do not modify or remanufacture, attempt to insert foreign objects into the battery, immerse or expose to water or other liquids, or expose to fire, explosion, or other hazard.
- Do not leave or store the equipment in or near areas that might get very hot, such as in a parked vehicle or near a radiator or other heat source. Do not place battery into a microwave oven or dryer.
- Battery usage by children should be supervised.
- Please follow local regulations to properly dispose of used re-chargeable batteries.
- Do not dispose of batteries in fire.
- In the event of a battery leak, do not allow the liquid to come in contact with the skin or eyes. If contact has been made, wash the affected area with large amounts of water and seek medical advice.
- If you suspect damage to your equipment or battery, contact Motorola Enterprise Mobility support to arrange for inspection.

Cleaning



CAUTION Always wear eye protection.

Read warning label on compressed air and alcohol product before using.

If you have to use any other solution for medical reasons please contact Motorola for more information.



WARNING! Avoid exposing this product to contact with hot oil or other flammable liquids. If such exposure occurs, unplug the device and clean the product immediately in accordance with these guidelines.

Approved Cleanser Active Ingredients

100% of the active ingredients in any cleaner must consist of one or some combination of the following: isopropyl alcohol, bleach/sodium hypochlorite, hydrogen peroxide or mild dish soap.

Harmful Ingredients

The following chemicals are known to damage the plastics on the ET1 and should not come in contact with the device: ammonia solutions, compounds of amines or ammonia; acetone; ketones; ethers; aromatic and chlorinated hydrocarbons; aqueous or alcoholic alkaline solutions; ethanolamine; toluene; trichloroethylene; benzene; carbolic acid and TB-lysoform.

Cleaning Instructions

Do not apply liquid directly to the ET1. Dampen a soft cloth or use pre-moistened wipes. Do not wrap the device in the cloth or wipe, but gently wipe the unit. Be careful not to let liquid pool around the display window or other places. Allow the unit to air dry before use.

Special Cleaning Notes

Many vinyl gloves contain phthalate additives, which are often not recommended for medical use and are known to be harmful to the housing of the ET1. The ET1 should not be handled while wearing vinyl gloves containing phthalates, or before hands are washed to remove contaminant residue after gloves are removed. If products containing any of the harmful ingredients listed above are used prior to handling the ET1, such as hand sanitizers that contain ethanolamine, hands must be completely dry before handling the ET1 to prevent damage to the plastics.

Materials Required

- Alcohol wipes
- Lens tissue
- Cotton tipped applicators
- Isopropyl alcohol
- Can of compressed air with a tube.

Cleaning the ET1

Housing

Using the alcohol wipes, wipe the housing and buttons.

Display

The display can be wiped down with the alcohol wipes, but care should be taken not to allow any pooling of liquid around the edges of the display. Immediately dry the display with a soft, non-abrasive cloth to prevent streaking.

Camera Lens

Wipe the camera lens periodically with a lens tissue or other material suitable for cleaning optical material such as eyeglasses.

Connector

1. Remove the main battery from mobile computer.
2. Dip the cotton portion of the cotton tipped applicator in isopropyl alcohol.

3. Rub the cotton portion of the cotton tipped applicator back-and-forth across the connector on the bottom of the ET1. Do not leave any cotton residue on the connector.
4. Repeat at least three times.
5. Use the cotton tipped applicator dipped in alcohol to remove any grease and dirt near the connector area.
6. Use a dry cotton tipped applicator and repeat steps 4 through 6.
7. Spray compressed air on the connector area by pointing the tube/nozzle about ½ inch away from the



CAUTION Do not point nozzle at yourself and others, ensure the nozzle or tube is away from your face.
surface.

8. Inspect the area for any grease or dirt, repeat if required.

Cleaning Cradle Connectors

To clean the connectors on a cradle:

1. Remove the DC power cable from the cradle.
2. Dip the cotton portion of the cotton tipped applicator in isopropyl alcohol.
3. Rub the cotton portion of the cotton tipped applicator along the pins of the connector. Slowly move the applicator back-and-forth from one side of the connector to the other. Do not let any cotton residue on the connector.
4. All sides of the connector should also be rubbed with the cotton tipped applicator.



CAUTION Do not point nozzle at yourself and others, ensure the nozzle or tube is away from your face.

5. Spray compressed air in the connector area by pointing the tube/nozzle about ½ inch away from the surface.
6. Ensure that there is no lint left by the cotton tipped applicator, remove lint if found.
7. If grease and other dirt can be found on other areas of the cradle, use lint free cloth and alcohol to remove.
8. Allow at least 10 to 30 minutes (depending on ambient temperature and humidity) for the alcohol to air dry before applying power to cradle.

If the temperature is low and humidity is high, longer drying time is required. Warm temperature and dry humidity requires less drying time.

Cleaning Frequency

The cleaning frequency is up to the customer's discretion due to the varied environments in which the mobile devices are used. They may be cleaned as frequently as required. However when used in dirty environments it may be advisable to periodically clean the scanner exit window to ensure optimum scanning performance.

Troubleshooting

ET1

Table 9-1 Troubleshooting the ET1 Enterprise Tablet

Problem	Cause	Solution
When the user presses the Power button, the ET1 does not turn on.	Battery is completely discharged.	Re-charge or replace the battery.
	ET1 not responding.	Perform a hard reset. See <i>Resetting the ET1 on page 2-15</i> .
When the user presses the Power button the ET1 does not turn on but the Decode LED blinks red.	Battery charge level is very low.	Re-charge or replace the battery.
When the user presses the Power button the ET1 does not turn on but the Decode LED blinks red.	Battery charge level is very low.	Re-charge or replace the battery.
Battery did not charge.	Battery failed.	Replace battery. If the ET1 still does not operate, perform a hardware reset. See <i>Resetting the ET1 on page 2-15</i> .
	ET1 was removed from cradle while battery was charging.	Insert ET1 in cradle. The 4620 mAh battery fully charges in less than six hours.
	Extreme battery temperature.	Battery does not charge if ambient temperature is below 0°C (32°F) or above 40°C (104°F).
Cannot see characters on display.	ET1 not powered on.	Press the Power button.
During data communication, no data transmitted, or transmitted data was incomplete.	ET1 removed from cradle or disconnected from host computer during communication.	Replace the ET1 in the cradle, or reattach the communication cable and re-transmit.
	Incorrect cable configuration.	See the system administrator.
No sound.	Volume setting is low or turned off.	Adjust the volume.

Table 9-1 Troubleshooting the ET1 Enterprise Tablet (Continued)

Problem	Cause	Solution
ET1 turns off.	ET1 is inactive.	The display turns off after a period of inactivity. Set this period to 15 seconds, 30 seconds, 1, 2, 10, or 30 minutes.
	Battery is depleted.	Recharge or replace the battery.
	Battery is not inserted properly.	Remove and re-insert the battery properly. See <i>Installing the Battery on page 1-4</i> .
	The system is not responding.	Perform a hardware reset. See <i>Resetting the ET1 on page 2-15</i> .
A message appears stating that the ET1 memory is full.	Too many files stored on the ET1.	Delete unused memos and records. If necessary, save these records on the host computer (or use an SD card for additional memory).
	Too many applications installed on the ET1.	Remove user-installed applications on the ET1 to recover memory. Select  > Settings > Applications > Manage Applications . Select the unused programs and touch Uninstall .
The ET1 does not decode when reading bar code.	Scanning application is not loaded.	Load a scanning application on the ET1. Ensure that DataWedge is configured properly. See the system administrator.
	Unreadable bar code.	Ensure the symbol is not defaced.
	Distance between the ET1 and bar code is incorrect.	Place the ET1 within proper scanning range.
	ET1 is not programmed for the bar code type.	Program the ET1 to accept the type of bar code being scanned. Refer to the ET1 Enterprise Tablet Integrator Guide for DataWedge configuration.
	ET1 is not programmed to generate a beep.	If the ET1 does not beep on a good decode, set the application to generate a beep on good decode.
Bar code data not presented but beep is heard.	Text field is not in focus (text cursor in text field).	Ensure that a text field in the application is in focus. Touch in the text field to open the text editor. Alternatively, configure an intent plug-in associated to the application to handle the decode data. See <i>Intent Output on page 4-16</i> for details.
ET1 cannot find any Bluetooth devices nearby.	Too far from other Bluetooth devices.	Move closer to the other Bluetooth device(s), within a range of 10 meters (30 feet).
	The Bluetooth device(s) nearby are not turned on.	Turn on the Bluetooth device(s) to find.
	The Bluetooth device(s) are not in discoverable mode.	Set the Bluetooth device(s) to discoverable mode. If needed, refer to the device's user documentation for help.

Single-slot USB Docking Cradle

Table 9-2 Troubleshooting the Single-slot USB Docking Cradle

Symptom	Possible Cause	Action
ET1 battery is not charging.	ET1 was removed from cradle or cradle was unplugged from AC power too soon.	Ensure cradle is receiving power. Ensure ET1 is seated correctly. Confirm the battery is charging. The 4620 mAh battery fully charges in less than six hours.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
	The ET1 is not fully seated in the cradle.	Remove and re-insert the ET1 into the cradle, ensuring it is firmly seated.
	Extreme battery temperature.	Battery does not charge if ambient temperature is below 0°C (32°F) or above 40°C (104°F).
During data communication, no data transmits, or transmitted data was incomplete.	ET1 removed from cradle during communications.	Replace ET1 in cradle and retransmit.
	Communication software is not installed or configured properly.	Perform setup as described in the <i>ET1 Enterprise Tablet Integrator Guide</i> .

Four-slot Charge Only Docking Cradle

Table 9-3 Troubleshooting the Four-slot Charge Only Docking Cradle

Symptom	Cause	Solution
Battery is not charging.	ET1 removed from the cradle too soon.	Replace the ET1 in the cradle. The 4620 mAh battery fully charges in less than six hours. Tap  > Settings > About device > Status to view battery status.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
	ET1 is not inserted correctly in the cradle.	Remove the ET1 and reinsert it correctly. Verify charging is active. Tap  > Settings > About device > Status to view battery status.
	Ambient temperature of the cradle is too warm.	Move the cradle to an area where the ambient temperature is between 0°C (32°F) and 35°C (95°F).

Four-slot Spare Battery Charger

Table 9-4 Troubleshooting the Four-slot Spare Battery Charger

Symptom	Possible Cause	Action
Battery not charging.	Battery was removed from the charger too soon.	Re-insert the battery in the charger. The 4620 mAh battery fully charges in approximately six hours.
	Charger was unplugged from AC power too soon.	Re-connect the charger's power supply.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
	Battery contacts not connected to charger.	Verify that the battery is seated in the battery well correctly with the contacts facing down.

USB/Charge Cable

Table 9-5 Troubleshooting the USB/Charge Cable

Symptom	Possible Cause	Action
ET1 battery is not charging.	ET1 was disconnected from AC power too soon.	Connect the power cable correctly. Confirm main battery is charging. The 4620 mAh battery fully charges in approximately six hours.
	Battery is faulty.	Verify that other batteries charge properly. If so, replace the faulty battery.
	The ET1 is not fully attached to power.	Detach and re-attach the power cable to the ET1, ensuring it is firmly connected.
During data communication, no data transmits, or transmitted data was incomplete.	Cable was disconnected from ET1 during communications.	Re-attach the cable and retransmit.
	Incorrect cable configuration.	See the system administrator.
	Communication software is not installed or configured properly.	Perform setup as described in <i>the Chapter 3, USB Communication</i> .

APPENDIX A TECHNICAL SPECIFICATIONS

ET1 Technical Specifications

The following table summarizes the ET1's intended operating environment and technical hardware specifications.

Table A-1 ET1 Technical Specifications

Item	Description
Physical Characteristics	
Dimensions	Height: 130.5 mm (5.14 in.) Width: 224 mm (8.82 in.) Depth: 25 mm (0.98 in.)
Weight	630 g (22.4 oz.)
Display	7.0" capacitive, 1024 W x 600 H, 350 Nits, Corning® Gorilla® Glass
Touch Panel	Capacitive multi-touch
Backlight	LED backlight
Battery Pack	Rechargeable Lithium Ion 3.7V, 4620 mAh Smart battery
Backup Battery	NiMH battery (rechargeable) 15 mAh 3.6 V (not user accessible).
Expansion Slot	User accessible microSD slot. up to 32 GB.
Connectivity	Two USB interfaces: one USB 2.0 OTG connector (docking connector) and one USB 2.0 Host connector (expansion module port); HDMI output; communication via cradle and expansion ports; USB 2.0 Host via expansion module.
Notification	LED, audio and vibration.
Keypad Options	On-screen keyboard
Audio	Stereo speakers, microphone and mono headset connector (2.5 mm jack with microphone).

Table A-1 ET1 Technical Specifications (Continued)

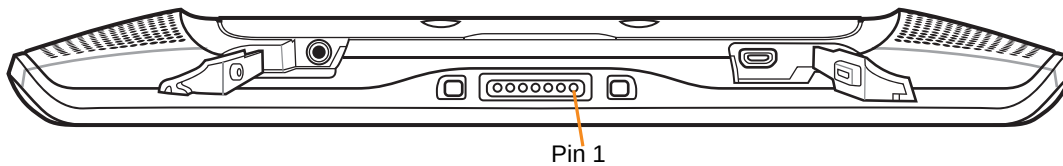
Item	Description
Performance Characteristics	
CPU	Texas Instruments OMAP 4430 @ 1 GHz
Operating System	Android 2.3
Memory	1 GB RAM/4 GB Flash plus 4 GB microSD card. User accessible microSD card slot supports up to 32 GB.
Interface/Communications	USB 1.1 Full-speed
Output Power	USB (Docking Connector): 5 VDC @ 500 mA max. USB (Expansion Module): 5 VDC @ 500 mA max.
User Environment	
Operating Temperature	0°C to 50°C (32°F to 122°F)
Storage Temperature	-40°C to 70°C (-40°F to 158°F)
Charging Temperature	0° C to 40° C (32°F to 104°F)
Humidity	10% to 95% RH non-condensing
Drop Specification	Multiple 1.2 m (4 ft.) drops per MIL-STD 810G specifications.
Tumble	1000 0.5 m (1.6 ft.) tumbles (2000 drops) per IEC tumble specifications
Electrostatic Discharge (ESD)	+/-15kVdc air discharge, +/-8kVdc direct discharge, +/-8kVdc indirect discharge
Sealing	IP54
Wireless LAN Data and Voice Communications	
Wireless Local Area Network (WLAN) radio	IEEE® 802.11a/b/g/n with internal antenna
Data Rates Supported	1, 2, 5.5, 6, 9, 11, 12, 18, 24, 36, 48, and 54 Mbps Note that 802.11n data rates may be higher.
Operating Channels	Chan 36-165 (5180 – 5825 MHz), Chan 1-13 (2412-2472 MHz); actual operating channels/frequencies depend on regulatory rules and certification agency
Security	Security Modes: Legacy, WPA and WPA2 Encryption: WEP (40 and 128 bit), TKIP and AES Authentication: TLS, TTLS (MS-CHAP), TTLS (MS-CHAP v2), TTLS (CHAP), TTLS (PAP), PEAP-TLS, PEAP (MS-CHAP v2), EAP -FAST-TLS, EAP-FAST (MS-CHAP v2).
Spreading Technique	Direct Sequence Spread Spectrum (DSSS) and Orthogonal Frequency Division Multiplexing (OFDM)
Wireless PAN Data and Voice Communications	
Bluetooth	Class II, v 2.1 with EDR; integrated antenna.

Table A-1 ET1 Technical Specifications (Continued)

Item	Description
Data Capture	
Rear-facing Camera	For bar code scanning and image capture: 8MP auto-focus camera with user controllable LED flash, illumination and aiming; captures 1D and 2D bar codes, photographs, video, signatures and documents.
Front-facing Camera	VGA optimized for video collaboration and low lighting condition.
Sensors	
Gyroscope	Maintains orientation based on principles of conservation of angular momentum.
Motion Sensor	3-axis accelerometer that enables motion sensing applications for dynamic screen orientation and power management.
Ambient Light Sensor	Automatically adjusts display brightness.
Electronic Compass	Independent — does not depend on GPS.

Connector Pin-outs

I/O Connector Pin-Outs

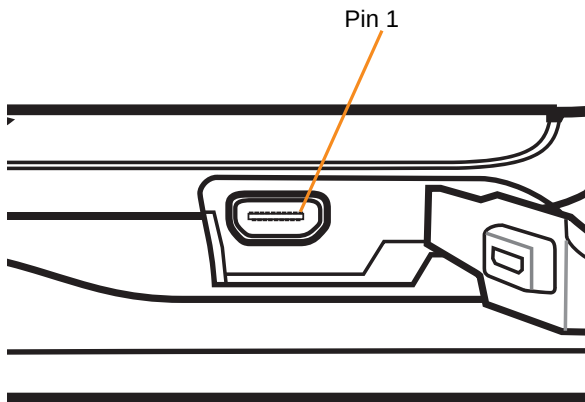
**Figure A-1** I/O Connector**Table A-2** External Connector Pin-Outs

Pin	Signal Name	Description
1	Cradle Detect	Tie to ground to indicate cradle insertion. Otherwise leave unconnected.
2	USB_ID	Tie to ground for Host mode. Leave unconnected for Client mode.
3	External Power IN	+12.0 VDC, +/- 5%, 20W
4	USB_VBUS	Host mode output = +5.0 VDC, 500mA max. Client mode Vbus input = +5.0 VDC

Table A-2 External Connector Pin-Outs (Continued)

Pin	Signal Name	Description
5	USB_D-	USB Data Negative. High speed USB (480 Mbps) in both host and client modes. Also supports Full speed USB (12 Mbps) in both host and client modes.
6	USB_D+	USB Data Positive. High speed USB (480 Mbps) in both host and client modes. Also supports Full speed USB (12 Mbps) in both host and client modes.
7	Ground	Ground for all charging and USB communication.

HDMI Connector Pin-outs

**Figure A-2** HDMI Connector**Table A-3** HDMI Connector Pin-outs

Pin	Signal Name	Description
1	Hot Plug Detect	Detect HMDI Cable Present/ Reset HMDI Device
2	Utility	Reserved
3	TMDS Data Channel 2+	Transition Minimized Differential Signaling Data Channel 2 positive
4	TMDS Data Channel 2 Shield	Transition Minimized Differential Signaling Data Channel 2 Shield Ground
5	TMDS Data Channel 2-	Transition Minimized Differential Signaling Data Channel 2 negative
6	TMDS Data Channel 1+	Transition Minimized Differential Signaling Data Channel 1 positive
7	TMDS Data Channel 1 Shield	Transition Minimized Differential Signaling Data Channel 2 Shield Ground
8	TMDS Data Channel 1-	Transition Minimized Differential Signaling Data Channel 1 negative
9	TMDS Data Channel 0+	Transition Minimized Differential Signaling Data Channel 0 positive
10	TMDS Data Channel 0 Shield	Transition Minimized Differential Signaling Data Channel 0 Shield Ground

Table A-3 HDMI Connector Pin-outs (Continued)

Pin	Signal Name	Description
11	TMDS Data 0-	Transition Minimized Differential Signaling Data Channel 0 negative
12	TMDS Clock+	Transition Minimized Differential Signaling Clock positive
13	TMDS Clock Shield	Transition Minimized Differential Signaling Clock Shield Ground
14	TMDS Clock-	Transition Minimized Differential Signaling Clock negative
15	CEC	Consumer Electronics Control
16	Ground	System Ground
17	SCL	Display Data Channel I2C Clock
18	SDA	Display Data Channel I2C Data
19	Power (+5V)	+5 VDC Power out, 50 mA max.

Headset Connector



Figure A-3 Headset Connector

Table A-4 Headset Connector Pin-outs

Pin	Signal Name	Description
1	Mic +	Microphone positive
2	Speaker +	Speaker positive (32 ohm, 0.05 W, mono)
3	Speaker -	Speaker negative

Expansion Module Connector Pin-outs

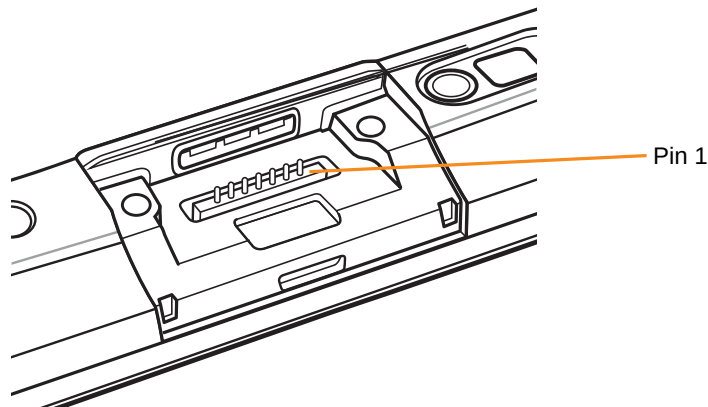


Figure A-4 Expansion Module Connector

Table A-5 Expansion Module Connector Pin-outs

Pin	Signal Name	Description
1	Ground	System ground.
2	USB_D-	USB data negative. High speed USB (480 Mbps) in host mode only. Also supports Full speed USB (12 Mbps) in host mode only. NOTE: Client Mode is not supported via this USB interface.
3	USB_D+	USB Data Positive. High speed USB (480 Mbps) in host mode only. Also supports Full speed USB (12 Mbps) in host mode only. NOTE: Client Mode is not supported via this USB interface.

Table A-5 *Expansion Module Connector Pin-outs (Continued)*

Pin	Signal Name	Description
4	USB_VBUS	Host mode output = +5.0 VDC, 500 mA max. continuous or peak NOTE: Client Mode is not supported via this USB interface.
5	Ground	System ground.
6	System Power	Switched unregulated system power output. 3.2 VDC to 4.4 VDC, 150mA, max continuous or peak, combined from pins 6 and 7. Total system current (from battery), under any operating condition, must not exceed 1.5 A continuous.
7	System Power	Switched unregulated system power output. 3.2VDC to 4.4 VDC, 150mA, max continuous or peak, combined from pins 6 and 7. Total system current (from battery), under any operating condition, must not exceed 1.5 A continuous.

ET1 Accessory Specifications

Single-slot USB Docking Cradle

Table A-6 Single-slot USB Docking Cradle Technical Specifications

Feature	Description
Dimensions	Height: 61.62 mm (2.43 in.) Width: 151.9 mm (5.98 in.) Depth: 138.39 mm (5.45 in.)
Weight	620 g (21.87 oz)
Input Voltage	12 VDC
Power Consumption (with ET1)	24 watts
Interface	USB
Operating Temperature	0°C to 50°C (32°F to 122°F)
Storage Temperature	-40°C to 70°C (-40°F to 158°F)
Charging Temperature	0°C to 40°C (32°F to 104°F)
Humidity	5% to 95% non-condensing
Drop	76.2 cm (30.0 in.) drops to vinyl tiled concrete at room temperature
Electrostatic Discharge (ESD)	+/- 15 kV air +/- 8 kV contact

Four-slot Battery Charger

Table A-7 Four Slot Battery Charger Technical Specifications

Feature	Description
Dimensions	Height: 110.62 mm (4.36 in.) Width: 100.88 mm (3.97 in.) Depth: 245.15 mm (9.65)
Weight	580 g (20.46 in.)
Input Voltage	12 VDC
Power Consumption (with four battery)	25 watts
Operating Temperature	0°C to 40°C (32°F to 104°F)
Storage Temperature	-40°C to 70°C (-40°F to 158°F)
Charging Temperature	0°C to 40°C (32°F to 104°F)

Table A-7 Four Slot Battery Charger Technical Specifications (Continued)

Feature	Description
Humidity	5% to 95% non-condensing
Drop	76.2 cm (30.0 in.) drops to vinyl tiled concrete at room temperature
Electrostatic Discharge (ESD)	+/- 15 kV air +/- 8 kV contact

Four-slot Charge Only Docking Cradle

Table A-8 Four-slot Charge Only Docking Cradle Technical Specifications

Feature	Description
Dimensions	Height: 83.45 mm (3.29 in.) Width: 243.28 mm (9.58 in.) Depth: 330.17 mm (13.00 in.)
Weight	1.678 kg (3.70 lbs.)
Input Voltage	12 VDC
Power Consumption (with four ET1s)	50 watts
Operating Temperature	0°C to 50°C (32°F to 122°F)
Storage Temperature	-40°C to 70°C (-40°F to 158°F)
Charging Temperature	0°C to 40°C (32°F to 104°F)
Humidity	5% to 95% non-condensing
Drop	76.2 cm (30.0 in.) drops to vinyl tiled concrete at room temperature
Electrostatic Discharge (ESD)	+/- 15 kV air +/- 8 kV contact

USB/Charge Cable

Table A-9 USB/Charge Cable Technical Specifications

Feature	Description
Length	160.0 cm (63.0 in.)
Operating Temperature	-10°C to 50°C (14°F to 122°F)
Storage Temperature	-40°C to 70°C (-40°F to 158°F)
Humidity	10% to 95% non-condensing
Electrostatic Discharge (ESD)	+/- 15 kV air +/- 8 kV contact

2-way Charge Cable

Table A-10 2-way Charge Cable Technical Specifications

Feature	Description
Length	105.0 cm (41.3 in.)
Operating Temperature	-10°C to 50°C (14°F to 122°F)
Storage Temperature	-40°C to 70°C (-40°F to 158°F)
Humidity	10% to 95% non-condensing
Electrostatic Discharge (ESD)	+/- 15 kV air +/- 8 kV contact

APPENDIX B KEYPAD REMAP STRINGS

Introduction

Table B-1 lists the available key event name for use when remapping key.

Table B-1 *Remap Key Event/Scancodes*

Key Event	Scancode
SOFT_LEFT	105
SOFT_RIGHT	106
HOME	102
BACK	158
CALL	231
ENDCALL	107
0	11
1	2
2	3
3	4
4	5
5	6
6	7
7	8
8	9
9	10
STAR227	227

Table B-1 *Remap Key Event/Scancodes (Continued)*

Key Event	Scancode
POUND	228
DPAD_UP	103
DPAD_DOWN	108
DPAD_LEFT	105
DPAD_RIGHT	106
DPAD_CENTER	232
VOLUME_UP	115
VOLUME_DOWN	114
CAMERA	212
A	30
B	48
C	46
D	32
E	18
F	33
G	34
H	35
I	23
J	36
K	37
L	38
M	50
N	49
O	24
P	25
Q	16
R	19
S	31
T	20
U	22
V	47

Table B-1 *Remap Key Event/Scancodes (Continued)*

Key Event	Scancode
W	17
X	45
Y	21
Z	44
COMMA	51
PERIOD	52
ALT_LEFT	56
ALT_RIGHT	100
SHIFT_LEFT	42
SHIFT_RIGHT	54
TAB	15
SPACE	57
EXPLORER	150
ENVELOPE	155
ENTER	28
DEL	111
GRAVE	399
MINUS	12
EQUALS	13
LEFT_BRACKET	26
RIGHT_BRACKET	27
BACKSLASH	43
SEMICOLON	39
APOSTROPHE	40
SLASH	53
AT	215
PLUS	78
MENU	139
SEARCH	217
PAGE_UP	59
PAGE_DOWN	60

Table B-1 *Remap Key Event/Scancodes (Continued)*

Key Event	Scancode
PICTSYMBOLS	61
SWITCH_CHARSET	62
BUTTON_A	63
BUTTON_B	64
BUTTON_C	65
BUTTON_X	66
BUTTON_Y	67
BUTTON_Z	68
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BUTTON_R1	184
BUTTON_L2	185
BUTTON_R2	186
BUTTON_THUMBL	187
BUTTON_THUMBR	188
BUTTON_START	189
BUTTON_SELECT	190
BUTTON_MODE	191

GLOSSARY

A

AFH. Adaptive Frequency Hopping

API. (Application Programming Interface) An interface by means of which one software component communicates with or controls another. Usually used to refer to services provided by one software component to another, usually via software interrupts or function calls

B

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

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

Bits per Second (bps). Bits transmitted or received.

Bluetooth. A wireless protocol utilizing short-range communications technology facilitating data transmission over short distances.

boot or boot-up. The process a computer goes through when it starts. During boot-up, the computer can run self-diagnostic tests and configure hardware and software.

bps. See **Bits Per Second**.

Byte. On an addressable boundary, eight adjacent binary digits (0 and 1) combined in a pattern to represent a specific character or numeric value. Bits are numbered from the right, 0 through 7, with bit 0 the low-order bit. One byte in memory is used to store one ASCII character.

C

CDRH. Center for Devices and Radiological Health. A federal agency responsible for regulating laser product safety. This agency specifies various laser operation classes based on power output during operation.

CDRH Class 1. This is the lowest power CDRH laser classification. This class is considered intrinsically safe, even if all laser output were directed into the eye's pupil. There are no special operating procedures for this class.

CDRH Class 2. No additional software mechanisms are needed to conform to this limit. Laser operation in this class poses no danger for unintentional direct human exposure.

Character. A pattern of bars and spaces which either directly represents data or indicates a control function, such as a number, letter, punctuation mark, or communications control contained in a message.

Codabar. A discrete self-checking code with a character set consisting of digits 0 to 9 and six additional characters: ("-", "\$", ":", "/", ", " and "+").

Code 128. A high density symbology which allows the controller to encode all 128 ASCII characters without adding extra symbol elements.

Code 3 of 9 (Code 39). A versatile and widely used alphanumeric bar code symbology with a set of 43 character types, including all uppercase letters, numerals from 0 to 9 and 7 special characters ("-", ":", "/", "+", "%", "\$" and space). The code name is derived from the fact that 3 of 9 elements representing a character are wide, while the remaining 6 are narrow.

Code 93. An industrial symbology compatible with Code 39 but offering a full character ASCII set and a higher coding density than Code 39.

Cold Boot. A cold boot restarts the mobile computer and initializes some drivers.

COM port. Communication port; ports are identified by number, e.g., COM1, COM2.

Cradle. A cradle is used for charging the terminal battery and for communicating with a host computer, and provides a storage place for the terminal when not in use.

D

Decode. To recognize a bar code symbology (e.g., UPC/EAN) and then analyze the content of the specific bar code scanned.

Decode Algorithm. A decoding scheme that converts pulse widths into data representation of the letters or numbers encoded within a bar code symbol.

Decryption. Decryption is the decoding and unscrambling of received encrypted data. Also see, **Encryption** and **Key**.

Depth of Field. The range between minimum and maximum distances at which a scanner can read a symbol with a certain minimum element width.

Discrete 2 of 5. A binary bar code symbology representing each character by a group of five bars, two of which are wide. The location of wide bars in the group determines which character is encoded; spaces are insignificant. Only numeric characters (0 to 9) and START/STOP characters may be encoded.

E

EAN. European Article Number. This European/International version of the UPC provides its own coding format and symbology standards. Element dimensions are specified metrically. EAN is used primarily in retail.

ESD. Electro-Static Discharge

EAP. Short for Extensible Authentication Protocol, EAP is defined in RFC 3748 and is a general authentication protocol commonly used with PPP and wireless networks.

F

File Transfer Protocol (FTP). A TCP/IP application protocol governing file transfer via network or telephone lines. See **TCP/IP**.

Flash Memory. Flash memory is nonvolatile, semi-permanent storage that can be electronically erased in the circuit and reprogrammed.

FHSS (Frequency Hopping Spread Spectrum). A method of transmitting radio signals by rapidly switching a carrier among many frequency channels, using a pseudorandom sequence known to both transmitter and receiver.

G

GPS (Global Positioning System). A satellite-based navigation system made up of a network of 24 satellites. GPS satellites circle the earth and transmit signal information to earth. GPS receivers take this information and use triangulation to calculate the user's exact location.

Gateway. a gateway is an address used as an entry point into another network. For example: 166.70.10.1 could be used as a gateway. It is common for an IP address ending with .1 and .2 to be a network's gateway. The gateway is commonly the address of a network device such as a network router.

H

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

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

I

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

IEC (825) Class 1. This is the lowest power IEC laser classification. Conformity is ensured through a software restriction of 120 seconds of laser operation within any 1000 second window and an automatic laser shutdown if the scanner's oscillating mirror fails.

IEEE Address. See **MAC Address**.

Input/Output Ports. I/O ports are primarily dedicated to passing information into or out of the terminal's memory. ET1 mobile computers include USB ports.

Interleaved 2 of 5. A binary bar code symbology representing character pairs in groups of five bars and five interleaved spaces. Interleaving provides for greater information density. The location of wide elements (bar/spaces) within each group determines which characters are encoded. This continuous code type uses no intercharacter spaces. Only numeric (0 to 9) and START/STOP characters may be encoded.

Internet Protocol Address. See **IP**.

I/O Ports. The connection between two devices, defined by common physical characteristics, signal characteristics, and signal meanings. Types of interfaces include RS-232 and USB.

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

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

IPX/SPX. Internet Package Exchange/Sequential Packet Exchange. A communications protocol for Novell. IPX is Novell's Layer 3 protocol, similar to XNS and IP, and used in NetWare networks. SPX is Novell's version of the Xerox SPP protocol.

ISM. Industry Scientific and Medical

K

Key. A key is the specific code used by the algorithm to encrypt or decrypt the data. Also see, **Encryption** and **Decrypting**.

L

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

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

LCD. See **Liquid Crystal Display**.

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

Light Emitting Diode. See **LED**.

Liquid Crystal Display (LCD). A display that uses liquid crystal sealed between two glass plates. The crystals are excited by precise electrical charges, causing them to reflect light outside according to their bias. They use little electricity and react relatively quickly. They require external light to reflect their information to the user.

M

MDN. Mobile Directory Number. The directory listing telephone number that is dialed (generally using POTS) to reach a mobile unit. The MDN is usually associated with a MIN in a cellular telephone -- in the US and Canada, the MDN and MIN are the same value for voice cellular users. International roaming considerations often result in the MDN being different from the MIN.

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

N

Nominal. The exact (or ideal) intended value for a specified parameter. Tolerances are specified as positive and negative deviations from this value.

NVM. Non-Volatile Memory.

Netmask. A netmask is a 32-bit mask used to divide an IP address into subnets and specify the networks available hosts. In a netmask, two bits are always automatically assigned. For example, in 255.255.225.0, "0" is the assigned network address; and in 255.255.255.255, "255" is the assigned broadcast address. The 0 and 255 are always assigned and cannot be used.

O

Open System Authentication. Open System authentication is a null authentication algorithm.

P

PAN . Personal Area Network. Using Bluetooth wireless technology, PANs enable devices to communicate wirelessly. Generally, a wireless PAN consists of a dynamic group of less than 255 devices that communicate within about a 33-foot range. Only devices within this limited area typically participate in the network.

PING. (Packet Internet Groper) An Internet utility used to determine whether a particular IP address is online. It is used to test and debug a network by sending out a packet and waiting for a response.

R

RAM. Random Access Memory. Data in RAM can be accessed in random order, and quickly written and read.

RF. Radio Frequency.

ROM. Read-Only Memory. Data stored in ROM cannot be changed or removed.

Router. A device that connects networks and supports the required protocols for packet filtering. Routers are typically used to extend the range of cabling and to organize the topology of a network into subnets. See **Subnet**.

S

Scanner. An electronic device used to scan bar code symbols and produce a digitized pattern that corresponds to the bars and spaces of the symbol. Its three main components are: 1) Light source (laser or photoelectric cell) - illuminates a bar code;; 2) Photodetector - registers the difference in reflected light (more light reflected from spaces); 3) Signal conditioning circuit - transforms optical detector output into a digitized bar pattern.

SDK. Software Development Kit

Shared Key. Shared Key authentication is an algorithm where both the AP and the MU share an authentication key.

SID. System Identification code. An identifier issued by the FCC for each market. It is also broadcast by the cellular carriers to allow cellular devices to distinguish between the home and roaming service.

Soft Reset. See **Warm Boot**.

Space. The lighter element of a bar code formed by the background between bars.

Specular Reflection. The mirror-like direct reflection of light from a surface, which can cause difficulty decoding a bar code.

Start/Stop Character. A pattern of bars and spaces that provides the scanner with start and stop reading instructions and scanning direction. The start and stop characters are normally to the left and right margins of a horizontal code.

Subnet. A subset of nodes on a network that are serviced by the same router. See **Router**.

Subnet Mask. A 32-bit number used to separate the network and host sections of an IP address. A custom subnet mask subdivides an IP network into smaller subsections. The mask is a binary pattern that is matched up with the IP address to turn part of the host ID address field into a field for subnets. Default is often 255.255.255.0.

Substrate. A foundation material on which a substance or image is placed.

Symbol. A scannable unit that encodes data within the conventions of a certain symbology, usually including start/stop characters, quiet zones, data characters and check characters.

Symbol Aspect Ratio. The ratio of symbol height to symbol width.

Symbol Height. The distance between the outside edges of the quiet zones of the first row and the last row.

Symbol Length. Length of symbol measured from the beginning of the quiet zone (margin) adjacent to the start character to the end of the quiet zone (margin) adjacent to a stop character.

Symbology. The structural rules and conventions for representing data within a particular bar code type (e.g. UPC/EAN, Code 39, PDF417, etc.).

T

TCP/IP. (Transmission Control Protocol/Internet Protocol) A communications protocol used to internetwork dissimilar systems. This standard is the protocol of the Internet and has become the global standard for communications. TCP provides transport functions, which ensures that the total amount of bytes sent is received correctly at the other end. UDP is an alternate transport that does not guarantee delivery. It is widely used for real-time voice and video transmissions where erroneous packets are not retransmitted. IP provides the routing mechanism. TCP/IP is a routable protocol, which means that all messages contain not only the address of the destination station, but the address of a destination network. This allows TCP/IP messages to be sent to multiple networks within an organization or around the world, hence its use in the worldwide Internet. Every client and server in a TCP/IP network requires an IP address, which is either permanently assigned or dynamically assigned at startup.

Telnet. A terminal emulation protocol commonly used on the Internet and TCP/IP-based networks. It allows a user at a terminal or computer to log onto a remote device and run a program.

TFTP. (Trivial File Transfer Protocol) A version of the TCP/IP FTP (File Transfer Protocol) protocol that has no directory or password capability. It is the protocol used for upgrading firmware, downloading software and remote booting of diskless devices.

Tolerance. Allowable deviation from the nominal bar or space width.

Transmission Control Protocol/Internet Protocol. See **TCP/IP**.

Trivial File Transfer Protocol. See **TFTP**.

U

UDP. User Datagram Protocol. A protocol within the IP protocol suite that is used in place of TCP when a reliable delivery is not required. For example, UDP is used for real-time audio and video traffic where lost packets are simply ignored, because there is no time to retransmit. If UDP is used and a reliable delivery is required, packet sequence checking and error notification must be written into the applications.

UPC. Universal Product Code. A relatively complex numeric symbology. Each character consists of two bars and two spaces, each of which is any of four widths. The standard symbology for retail food packages in the United States.

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