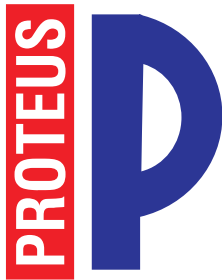


Proteus is the ideal solution to many problems in the Auto-ID field



Keyboard emulation

Windows services

Data transformation

Control systems

Console applications

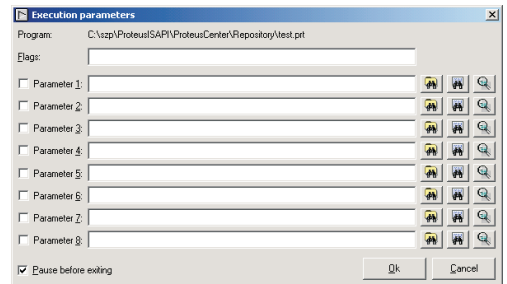
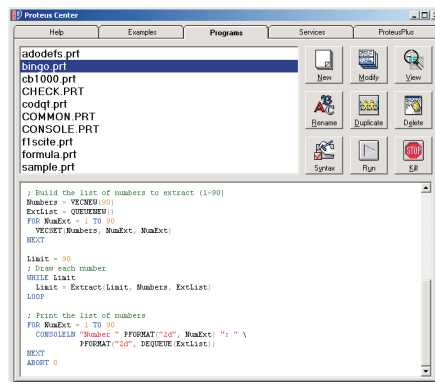
Print server

Proteus is a new programming language developed by SZP to solve many problems by using scripts; this language is powerful, flexible and very useful to write system utilities and batch programs. Proteus is also an excellent tool in the auto-id field, as a software for doing keyboard emulation, to create console applications to be used through a Telnet Server or to write smart print servers and other services to be run in the background.

There are many different problems that Proteus can solve - a few examples:

- **keyboard wedge:** by using the functions for stuffing keys in the keyboard buffer and the interpreter running as a service, in a few minutes the user can connect serial and network devices, without the need of buying expensive, dedicated and less versatile hardware; it is easy writing new protocols in Proteus, thus replacing existing devices, or modifying how data are acquired, adding preambles, postambles and delays as necessary; many examples are shipped with Proteus, that allow to use the following communication protocols: Datalogic® DTP, Ack-Nak PC32, Sysnet™, Wedge (F64/F67 protocol), Special Protocol, Eavesdrop; serial with or without hardware/software flowcontrol; socket; by using these examples you can connect, among others, the following devices: Datalogic®: F630, F660, F732, F734, F725, 7400, 8600 Kyman™, 9600 Viper®; Proteus can replace the keyboard emulators DPS-8000, F64 and F67; Symbol®: CB1000™; all industrial scanners that transmit data using only hardware/software flowcontrol;
- **background data acquisition:** when running as a service, Proteus can capture data coming from different sources (files, network and serial devices, sockets and named pipes), process and save them or re-transmit acquired data in several ways;
- **intelligent print server:** when using dedicated printers (e.g. thermal transfer or direct thermal) for creating labels, the user frequently needs to integrate into his system sequences of instructions in the language of the printer; many times problems arise, because not all the hosts can easily send strings to printers without adding control characters; moreover, every modification to a label layout requires to recompile the programs on the host, which is not trouble-free if many people are using the system at the same time. By writing a Proteus program that acquires a file created by the host, containing only the variable data, it is very easy to send the spool for printing the labels to one or more devices, even with different languages; layout modifications can take place even when the users are working, without interruptions, and is very immediate, being Proteus one of the most versatile languages when dealing with strings;
- **console programs:** Proteus allows to quickly write console programs which can be used through a VT client, which are full 32 bit applications that can use Microsoft® Data Access Components and all Windows™ features, consuming very little resources;
- **managing line devices and label-stickers:** when writing applications that do not require user interaction, the best way to go is writing a service; in this way, the computer can remain at the login screen (username/password request), while in background the application does what is supposed to do; writing a service in Proteus is very easy and does not require specific knowledge of the operating system;
- **conversion programs:** auto-id devices very often deliver data in different ways, which must be properly formatted before being processed; Proteus allows to write simple conversion procedures that, with very few lines of code, adapt input to what is expected by the system, without using complex or limited languages.

The Proteus language is shipped with an Integrated Development Environment (Proteus Center), which can be used to create new programs and to consult the online manual.



Simone Zanella Productions
via Cavin di Sala, 31
30035 Mirano (VE) - Italy
Tel. +39-041-430.930 Fax +39-041-434.310
<http://www.zanella-hifi.com/szp>
e-mail: szp@zanella-hifi.com