Using the Display Interface

How to Map a Key

BlueZone keys by default are mapped to a standard BlueZone keyboard map. If you want to change a key mapping, follow this procedure.

NOTE If you have installed a non-English version of BlueZone, the default keyboard map that will be displayed is based on your currently selected language in the Regional and Language Options in Windows.

From the BlueZone **MenuBar** select **Options: Keyboard** or press the **Keyboard** icon found on the **ToolBar**. The **Key Mappings** property sheet will display a bitmap image of a keyboard.

Before attempting to map a key, it's a good idea to check and see what that key is currently mapped to.

To find out, hold the mouse pointer over a particular key on the keyboard image and left click.

For example, if you wanted to know what the R key is mapped to, place the mouse pointer over the R key and left click as shown in the following illustration.
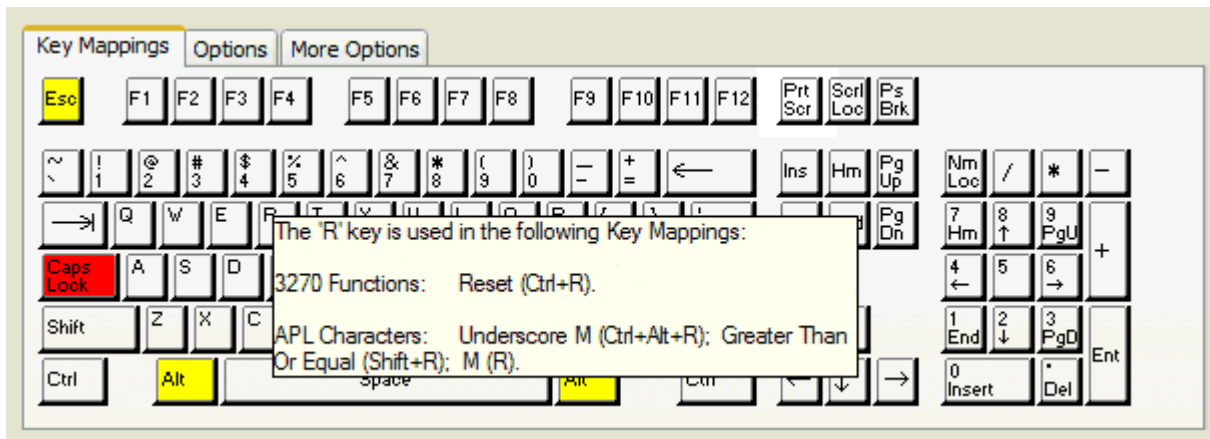
BlueZone will create a pop-up window detailing all the key mappings that are associated with the R key.

Editing the Key Mappings

This procedure assumes that you are mapping a Standard 101/102 -Key keyboard.

To Map a Function to a New Key

1. Select a group from the **Functions Group** listbox. When you select a **Group**, all the **Functions** associated with that **Group**, will be displayed in the **Functions** listbox on the left.

   Learn More about Functions Group selections

1. Select a function from the **Functions** listbox. Any existing key mappings for that function will appear in the **Key Mappings** listbox. If there are no keys currently mapped to this function, BlueZone will display: <No Keys Mapped to Function>.

2. Click the **New** button. BlueZone will create a new blank highlight bar in the **Key Mappings** Listbox. If there are existing key mappings, the new blank highlight bar will appear below the existing key mappings.

3. With your mouse pointer, go to the keyboard bitmap and click the key that you want to associate with the function that you chose in step 2. The name of the selected key will appear in the **Key Mappings** listbox.

4. Click the **OK** button. The selected function will now be mapped to the new key. Any other keys that are mapped to this function will also be displayed in the **Key Mappings** listbox.

To Edit an Existing Keyboard Mapping

1. Select a group from the **Functions Group** listbox.

2. Select a function from the **Functions** listbox. Any existing key mappings for that function will appear in the **Key Mappings** listbox.

3. With your mouse pointer, highlight the **Key Mapping** in the **Key Mappings** listbox you wish to edit.

4. Click the **Edit** button.

5. With your mouse pointer, go to the keyboard bitmap and click the new key that you want to associate with the function that you chose in step 2. The highlighted key will change to the key that you just selected.

6. Click the **OK** button. The Function will now be mapped to the new key.

NOTE If you wish to map a function to a multiple key sequence, you must choose the active key first, then choose the Ctrl or Alt key last. For example, if you wanted to map the **New Line** function to the keypad enter key, you would click the keypad enter key first, then click the Ctrl key last.

TIPS

Mapping Combination Keys

Both the ALT and CTRL keys have a dual modes. They can be mapped to a function by themselves, or they can be used in combination with other keys.

For Example, if you want to map the 3270 function "Print Screen" to CTRL+P, click the right CTRL key which will display as: **Right Ctrl**. Then click the right CTRL key again and it will change to **Ctrl+** , then click the P key which will result in **Ctrl+P**.

Mapping Overstrike Keys

The 3270 Function **Overstrike Sequence** allows a non-ASCII character in the EBCDIC character set (such as è) to be entered from the keyboard. Overstrike causes the emulation to enter overstrike mode, after which two ANSI characters (such as e and `) are typed to represent the desired character. If the two characters represent a valid combination, the resulting EBCDIC character is entered into the device buffer. An uncompleted overstrike can be canceled with the Reset key.

Related Topics:

How to Import a Keyboard Map
How to Save a Keyboard Map
How to Configure IME Options
3270 Overstrike Sequences