

To map a PC key to a terminal key

- 1 From the terminal emulator Configure menu, click Properties.
- 2 In the Keyboard tab, click Configure.
- 3 The PC keyboard is located in the top section of the window. Click on a PC key to be mapped.
- 4 Click a key from the lower terminal keyboard to be assigned to the PC key.
- 5 Click Close on completion of mapping keys.

Tips


- A PC key can be mapped to several terminal keys by clicking the terminal keys in succession.
- You cannot directly map general alphanumeric keys to keys using this procedure. To be able to map general alphanumeric keys, use the [mapping of escape sequences](#) procedure.
- The PC keys outlined in red indicate a map has already been assigned to the key.


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To view the content of a key map


- ▶ Click the PC key to be viewed. The content of this key's map will be shown in the Map Definition box.

Tips

-  indicates the PC key is mapped to a terminal key.

-  indicates the PC key is mapped to a sequence.

-  indicates the PC key is mapped to a script file.





-  indicates the PC key is mapped to an application.

-  [Related Topics](#)

To view all key maps

- ▶ Click List Mappings from the Keyboard Mapping Options menu.

Tips

-  indicates the PC key is mapped to a terminal key.
-  indicates the PC key is mapped to a sequence.
-  indicates the PC key is mapped to a script file.
-  indicates the PC key is mapped to an application.

To map a PC key to an escape sequence

- 1 From the terminal emulator Configure menu, click Properties.
- 2 In the Keyboard tab, click Configure.
- 3 The PC keyboard is located in the top section of the window. Right click on a PC key to be mapped and click Sequence.
- 4 Add the sequence to be executed when the key is pressed. Use the Control Characters and the keyboard to enter the required sequence if required.
- 5 Click OK.

Tips

- The PC keys outlined in red indicate a map has already been assigned to the key.
- You can map keys to general alphanumeric characters from this dialog box.
- You can use octal values of characters in the sequence. For example, \014 can be entered representing the octal value for FF or form feed.


 [Related Topics](#)

To map a PC key to invoke a script file

- 1 From the terminal emulator Configure menu, click Properties.
- 2 In the Keyboard tab, click Configure.
- 3 The PC keyboard is located in the top section of the window. Click on a PC key to be mapped and click Script.
- 4 Locate the script file to be executed when the key is pressed and select it.
- 5 Click OK and then click Accept to confirm the map.

Tips

- The PC keys outlined in red indicate a map has already been assigned to the key.
- To Accept a key map, right click in the keyboard area of the dialog box.

 [_Related Topics](#)

To delete a key map item

- 1 From the terminal emulator Configure menu, click Properties.
- 2 In the Keyboard tab, click Configure.
- 2 The PC keyboard is located in the top section of the window. Click on the PC key to view its key map content.
- 3 Select the items to be deleted from the Map Definition box.
- 4 Right click in the Map Definition box and click a delete command.

Tips

- You can press Delete on your computer keyboard to delete the selected items from the Map Definition box.
- To delete the map for a key which is currently being mapped, click Undo.
- To delete all maps for a key, right click the key and click Delete Map.

To save current key maps

1 On completion of key mapping using the Keyboard Mapping dialog box, click Close.

2 Click OK in the Properties dialog box and click Save on the terminal emulator File menu.

All the key maps will be saved with other terminal properties in the same `.zvt` configuration file.

▪ [Related Topics](#)

To load a keyboard mapping file

- 1 From the terminal emulator Configure menu, click Properties.
- 2 In the Keyboard tab, click Browse. Locate and click the `.zzk` configuration file required and click Open.

- [Related Topics](#)

To save key maps in a keyboard mapping file

- 1 On completion of mapping keys using the Keyboard Mapping dialog box, click Close.
- 2 In the Keyboard tab click Save As.
- 3 Enter a location and file name for the keyboard mapping file and click Save.

▪ [Related Topics](#)



To restore default maps to keys

- 1 From the terminal emulator Configure menu, click Properties.
- 2 In the Keyboard tab, click Configure.
- 3 From the Options menu in the Keyboard Mapping dialog box, click Set To Default Maps to restore all keyboard mappings to their defaults.

Tip

- To restore a single key map to its default, right click in the Map Definition box for the key and click Default Map.

Basic keyboard mapping guidelines

- PC keys that can be mapped are indicated by moving the cursor over a key until it changes to a  cursor. The terminal keys that can be mapped to a PC key are also indicated by .
- To select a key, click on a PC key using the
- cursor. Alternatively, press a key on the PC keyboard.
- To deselect a key, click on the pressed key or press the key on the PC keyboard.
- Maps are accepted by selecting another key or deselecting the current key or closing the dialog box.
- With sticky key mode enabled, you can successively map keys in Ctrl, Shift or Alt modes without pressing the mode before mapping each key.

What is keyboard mapping ?

PC-style keyboards differ from terminal-style keyboards in the number, arrangement and label of keys. When a remote application requests a key, it will expect the terminal-style keystroke. To be able to send the requested terminal keystroke from a PC-style keyboard, the PC key must be mapped to a terminal key so that the application receives the correct keystroke.

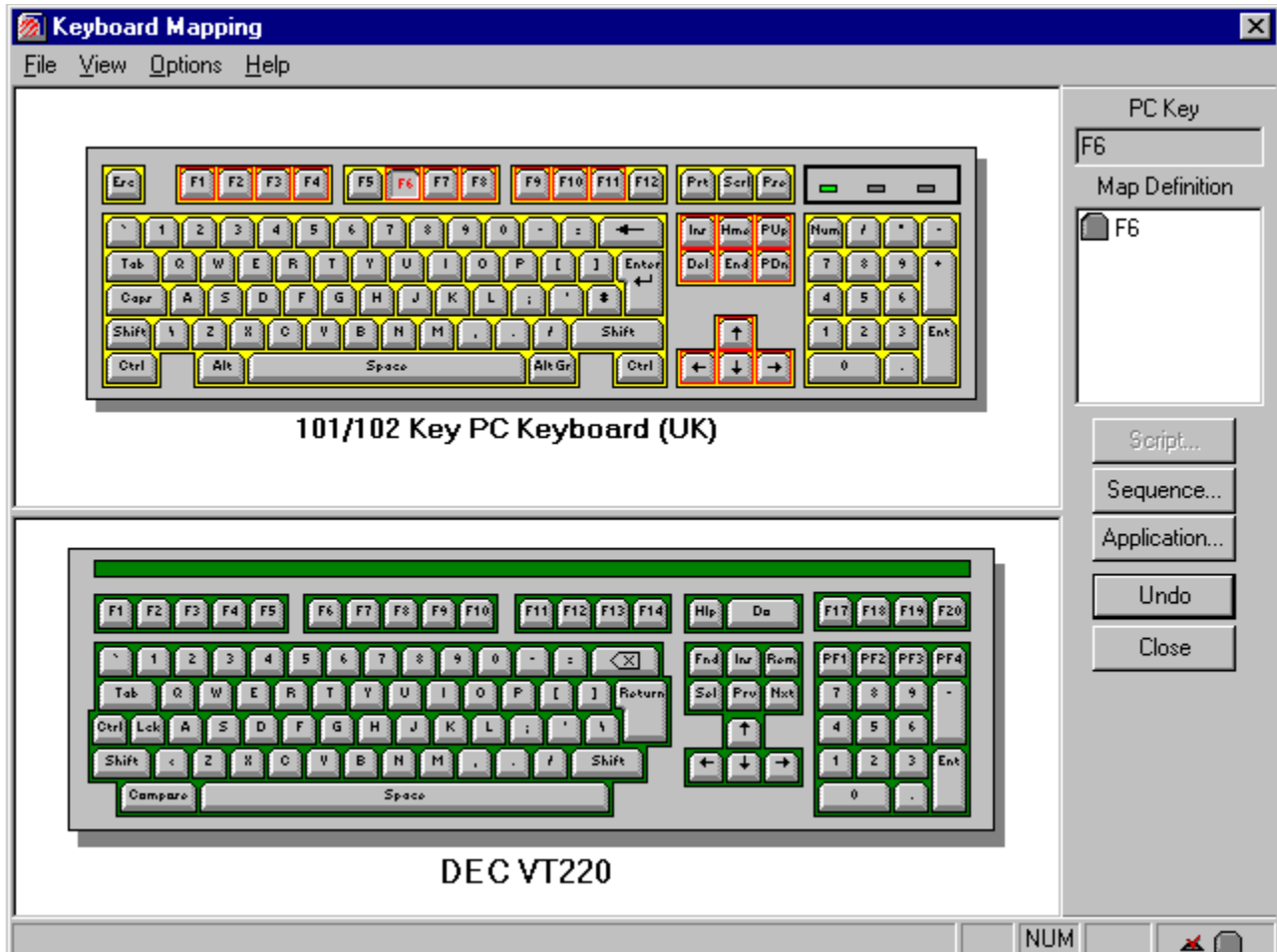
When to use keyboard mapping

The keyboard mapping utility should be used when it is necessary to send a remote application running in a terminal emulator, a terminal keystroke from the PC-style keyboard.

The graphical layout of a PC-style keyboard and a terminal-style keyboard is available in this utility which also provides you with some default mapped keys. These default mappings can be altered and / or extended depending on the requirements of the remote application.

Parts of the key mapping window

Click on the image below to identify the different parts of Keyboard Mapping.



Shows the map for the currently selected PC key.

Maps a script file to the currently selected PC key. The script file will be executed when this PC key is pressed in the emulator session.

Maps a sequence to the currently selected PC key.

Maps a Windows application to the currently selected PC key. The application will open when the this PC key is pressed in the emulator session.

Clears the mapping for the currently selected PC key.


Closes the Keyboard Mapping dialog box and returns to the Properties dialog box.

Displays information about the current action.

Terminal Keyboard

PC keyboard

Contains key mapping menu commands.

Contains the window title and close  window button.

MENUS

Exits the Key Mapping dialog box.

Displays or hides the status bar. The status bar displays information about the current action.

Highlights the keys that have been mapped.

Displays all the currently mapped keys.

When using the Ctrl, Alt and Shift keys for mappings, these keys will remain pressed on the PC keyboard to allow you to consecutively map several keys.

MORE DETAILS.

Sets all maps to their default values. Any new maps will be lost.

Displays the PC key currently selected.

Shows the map for the currently selected PC key.

Click this button to map a script file to the currently selected PC key. The script file will be executed when this PC key is pressed in the emulator session.

Click this button to map a sequence to the currently selected PC key.

Click this button to map a Windows application to the currently selected PC key. The application will open when the this PC key is pressed in the emulator session.

Clears the mapping for the currently selected PC key.

Closes the Keyboard Mapping dialog box and returns to the Properties dialog box.

Escape Sequence Definition dialog

Type the sequence to send to the remote application when this PC key is pressed. Click the Control Character buttons to include these characters in the sequence.

Click this button to place the character for Return in the Sequence box.

Click this button to place the character for Tab in the Sequence box.

Click this button to place the character for Newline in the Sequence box.

Click this button to place the character for Backspace in the Sequence box.

Click this button to place the character for Escape in the Sequence box.

Closes this dialog and saves any changes you have made.

Closes this dialog without saving any changes.

