Velocity

Quick Start Guide

Overview

Velocity transforms your traditional "green screen" telnet application into a modern smart device app. It accomplishes all of this without modifying your host application, offering your workers a familiar experience optimized for today's touch screen mobile computers.

About This Guide

This guide is intended to provide best practices when working with the Velocity Console and Client. This guide is to compliment the User's manual and is not a replacement. It serves as a quick "how to" on some of the most important screen elements seen in the field.
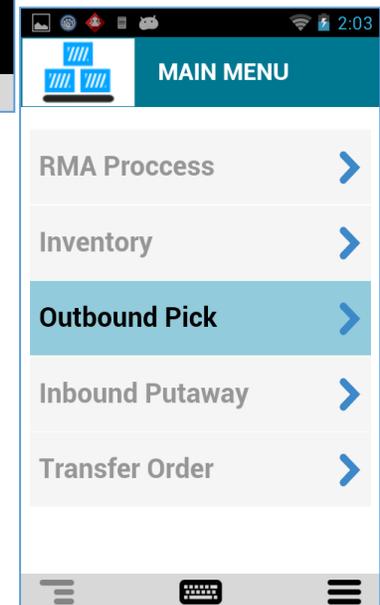
Velocity Components

Below is a brief summary of the tools required to work with Velocity:

- Windows 7, 8.1, or 10 PC with .NET Framework 3.5+
- Velocity Console
- Zebra Android Device
- Velocity Android Client
- Wavelink Terminal Emulation Screen Capture(s)
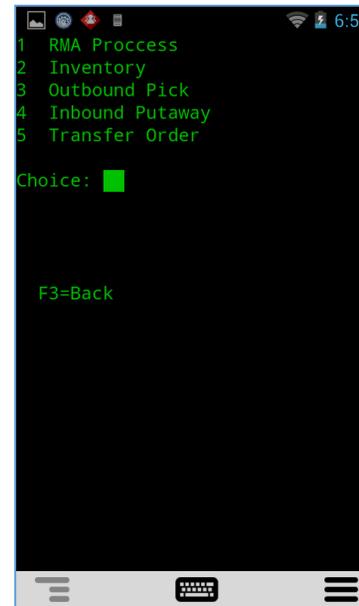
Before

(Green Screen)

After

(Modernized Screen)

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Velocity Console

Required Files

Download and install the Wavelink Velocity Console `.msi` file from the Wavelink website. Make note of the installer's location on your computer.
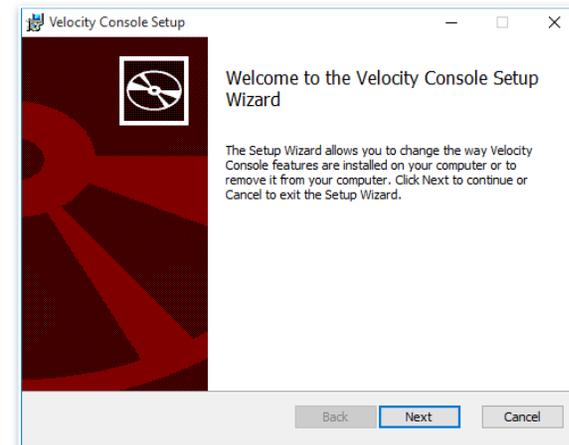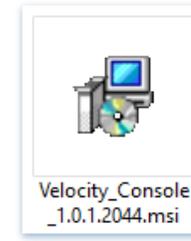
This file can be downloaded at:

http://www.wavelink.com/Download-Velocity_enterprise-app-modernization-Software/

Installation

Install the downloaded file using the setup wizard. As part of this process, it also installs additional required components.

PC Requirements

- Windows 7, 8.1, or 10 PC with .NET Framework 3.5+

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Creating a Project

When you initially launch the Velocity Console application, you're given the option of creating a new project.

1. Launch the Velocity Console application.
2. Click **New Project** in the top-right corner of the screen.
3. Enter a **Project Name**. You can also provide a **Company Name**, which is used solely for sorting projects.
4. For Terminal Emulation projects, click **TE**. For Web-based projects, click **Web**.
5. The project opens and you can begin importing screens and editing screen elements.

- **Import.** Import all or parts of another exported project into your current project.
- **Export.** Export all or parts of your project to a `.zip` file for backups or to import into another project.
- **Deploy**. Allows you to package a project into a .wldep file usable by the Velocity Client on a mobile or Smart device.
- **Screens**. Upload `.wltsc` screens and edit the HTML theme to create a unique and more modern appearance for your users on the Velocity Client.
- **Keyboards.** Create multiple custom keyboards with unique layouts and keys for use within your Velocity applications.
- **Scripts**. Create a custom script for a session, or pick from an existing library of scripts to perform different tasks with mobile devices.
- **Theme**. Set Smart device capabilities and create custom themes for screen elements.
- **Host**. Create a host profile to associate with the project. All configurations created in the project are applied to the Velocity Client when accessing this host profile.
- **Save.** Preserves the most recent changes to your Velocity project. Clicking on this button automatically saves the project, indicating current save progress by a pop-up screen.

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Screen Captures

Before modernizing your screens, you need to obtain screen captures of the WMS system or Telnet application you want to modernize. Use the Wavelink Telnet Client to perform the screen capture (Windows Client preferred).

Obtaining Your Screens

- **Capture your screens.** On a Windows CE or Windows Mobile device running Wavelink Terminal Emulation, tap the icon in the upper left-hand corner to navigate to **Options > Logging > Screen Capture** and save the file. On a PC, navigate to **Term > Screen Capture** and save the file.
- **Connect to the host.** Press **Enter** to connect to your host and navigate through each screen of the interface. Identify any errors or optional screens prior to navigating to them, as the application will only record the screens you access.
- **Remove unwanted screens.** It's a best practice to use the Screen Reformatter to delete duplicate screens automatically and arrange or otherwise clean up unnecessary screens. Tap the Term option and then navigate to **Configure > Screen Reformatter** to clean up your screen captures.
- **Import the screens.** After visiting all the screens you want to capture, navigate to the screen capture option again and this will end the recording. A file is created with a `.wltsc` extension that contains all of your screens.
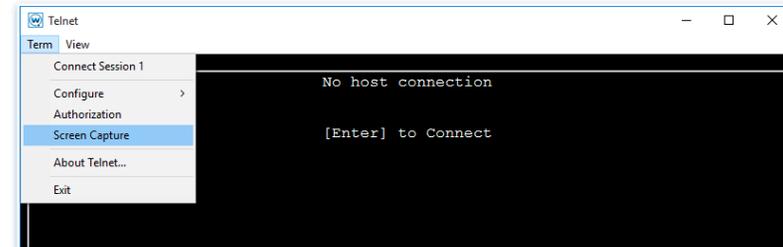
*The location of the **Screen Capture** button.*
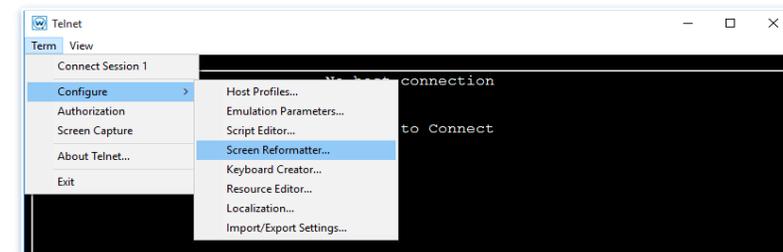
*The location of the **Screen Reformatter** button.*
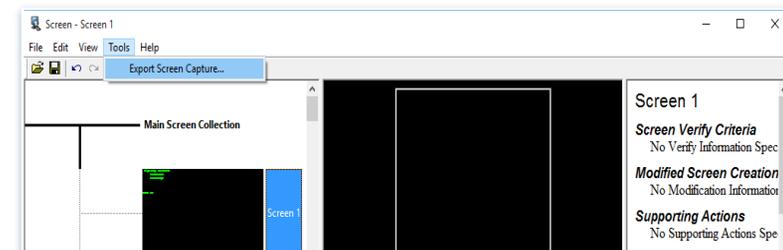
*The location of the **Export Screen Capture** button.*

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Screens

After capturing screens from the TE Client, you can import the screens associated with your host profile server to a project and stylize individual screen elements for a more unique appearance.
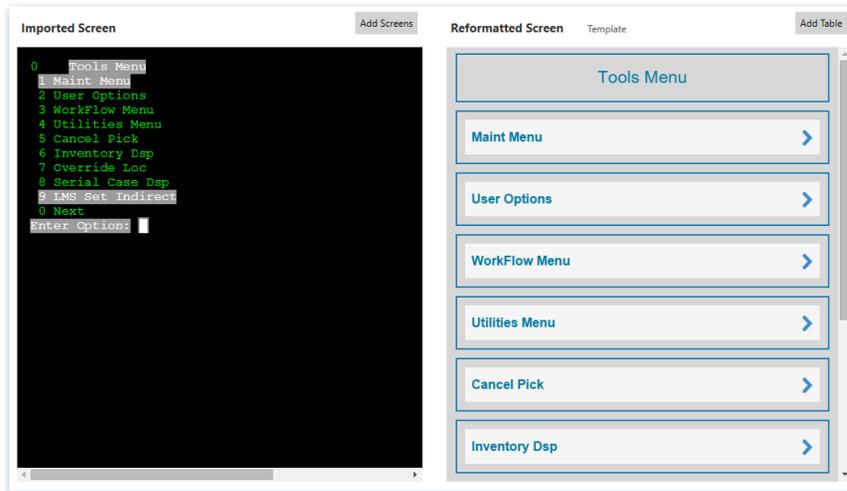
The Velocity Client utilizes a built-in HTML and CSS rendering engine to interpret the design of your TE screen captures, rather than requiring a complete redesign of your emulation server.
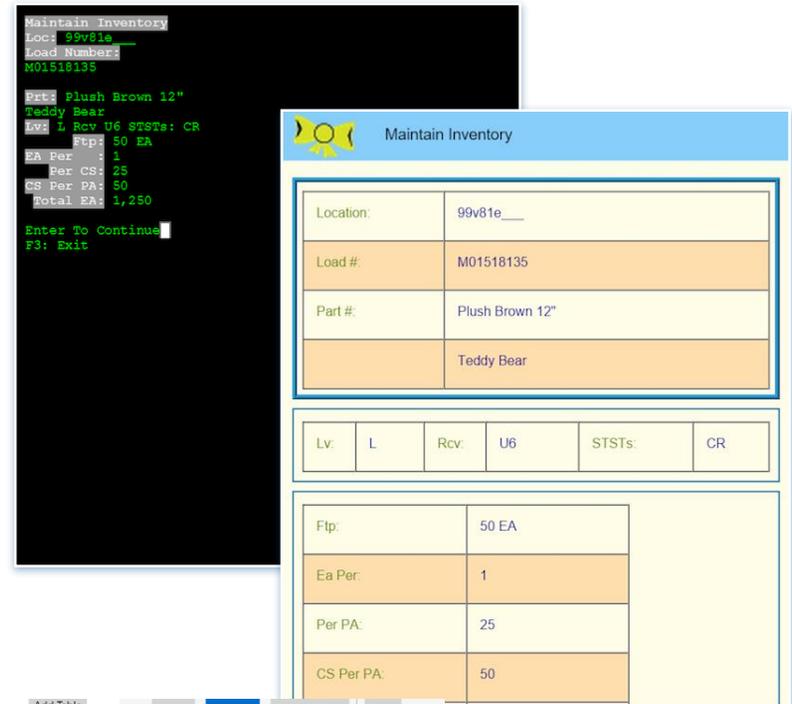
Best Practices:

- If Disable Predictive Formatting is set from the Host Profiles screen, you need to modify every imported screen.
- While predictive formatting is good, it won't always help you achieve the desired look on a screen. Check every screen in the Velocity Console and adjust individual elements as needed. Or, to adjust specific elements across all screens, navigate to the Theme screen.
- Even if an element appears on the original green screen, you can *add* or *remove* additional elements to the reformatted screen. Simply double-click on the imported screen and click the **New Element** button. To remove an element from the reformatted screen, select the element and click **Remove**.
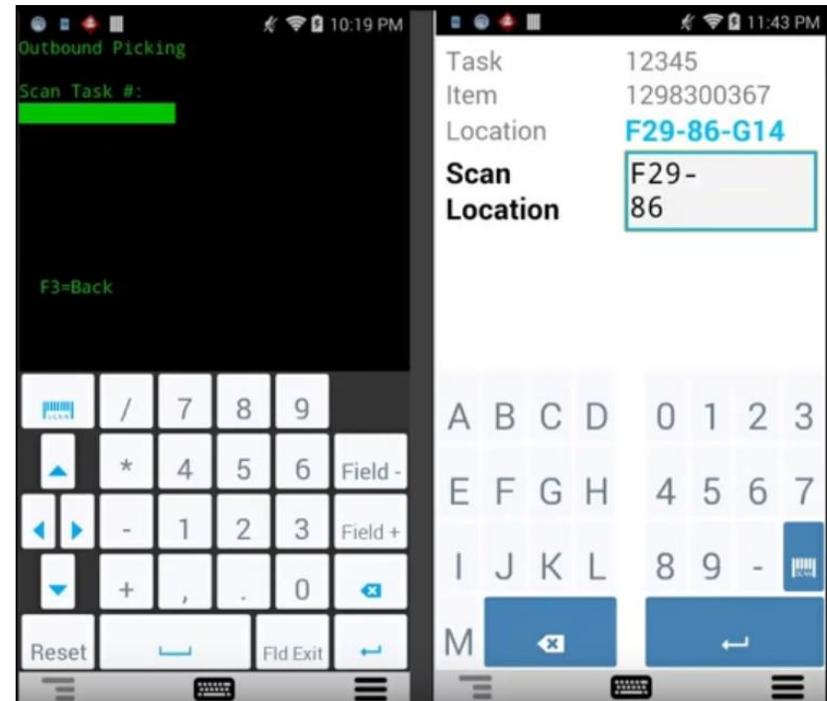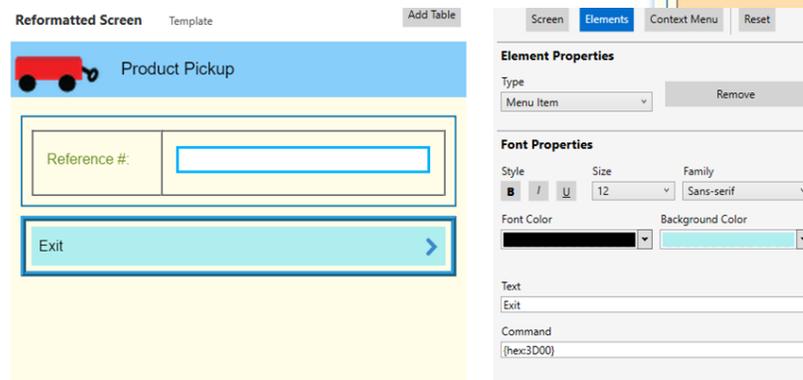

- You can move inserted and pre-existing elements up and down by clicking and dragging the element.
- When cursor matching, we recommend matching one cursor beyond the field to prevent predictive screens from showing if the screen is currently using a template. This won't prevent the field from being valid.

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Imported Screen   [Add Screens]

```
0      Tools Menu
1 Maint Menu
2 User Options
3 WorkFlow Menu
4 Utilities Menu
5 Cancel Pick
6 Inventory Dsp
7 Override Loc
8 Serial Case Dsp
9 LMS Set Indirect
0 Next
Enter Option:
```

Reformatted Screen   Template   [Add Table]

Tools Menu
Maint Menu ❯
User Options ❯
WorkFlow Menu ❯
Utilities Menu ❯
Cancel Pick ❯
Inventory Dsp ❯

- Use tables to clean up messy and menu-heavy screens!
-

```
Maintain Inventory
Loc: 99v81e
Load Number:
M01518135

Prt: Plush Brown 12"
Teddy Bear
Lv: L Rcv U6 STSTs: CR
      Ftp:  50 EA
EA Per   1
     Per CS:  25
CS Per PA: 50
Total EA: 1,250

Enter To Continue
F3: Exit
```

Maintain Inventory

Location:	99v81e___
Load #:	M01518135
Part #:	Plush Brown 12"
	Teddy Bear

Lv:	L	Rcv:	U6	STSTs:	CR

Ftp:	50 EA
Ea Per:	1
Per PA:	25
CS Per PA:	50

- When working with menus that are the same, but one is more restrictive (depending on user login), we suggest matching the top and bottom menu items when selecting your text match criteria. This helps in uniquely identifying each screen.
- You can create Menu Item element types for additional uses, like function keys. You can create a menu item to send {hex:E03D}, which is F3. This helps avoid the need for using a keyboard each time you need to navigate.

Reformatted Screen   Template   [Add Table]

Product Pickup

Reference #:	[ ]

Exit ❯

Screen | **Elements** | Context Menu | Reset

Element Properties

Type
[Menu Item]   [Remove]

Font Properties

Style   Size   Family
[B] [I] [U]   [12]   [Sans-serif]

Font Color   Background Color
[■]   [□]

Text
[Exit]

Command
[{hex:3D00}]

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- Add a context menu for easy access to function keys or control characters on any screen. These can be global or restricted to a single screen, with local superseding global.

- Call up specific keyboards based on input fields. For example, you may want to call up an alphanumeric keyboard for the login screen, but then a numeric keyboard for a **Qty** field.

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Keyboards

You can create custom keyboards specific to the needs of your users. These can be controlled based on the context of each field for greater flexibility. This way you can help in reducing keyboard entry errors and users wasting time trying to hunt for specific keys.

Best Practices:

- Create a template from scratch through the Template Editor. From this screen, you can manually add or remove keys by double clicking on the grid.
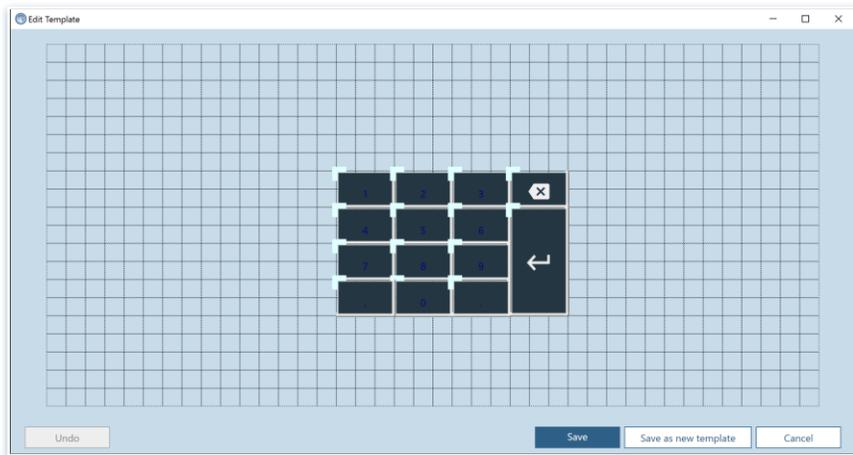
- Drag and drop keys from the Keys pane at the bottom of the console. This automatically applies the pre-generated key's value and label to the custom keyboard.

- You can create your own key labels and values or even attach an image to a key.

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Scripts

Scripts allow you to further modify your existing screens' appearance and behavior without having to alter the original screen captures. Instead, you can attach scripts that will apply modern styles over the existing interface for a more mobile-friendly experience.

Best Practices:

- Inject HTML, JavaScript, and CSS to a web host to make it more mobile friendly. If your web host wasn't designed with mobile devices in mind, the fields and labels will likely appear quite small and difficult to navigate on a touch screen. Use our pre-generated scripts to attach your own styles to make a screen easier to navigate by touch.

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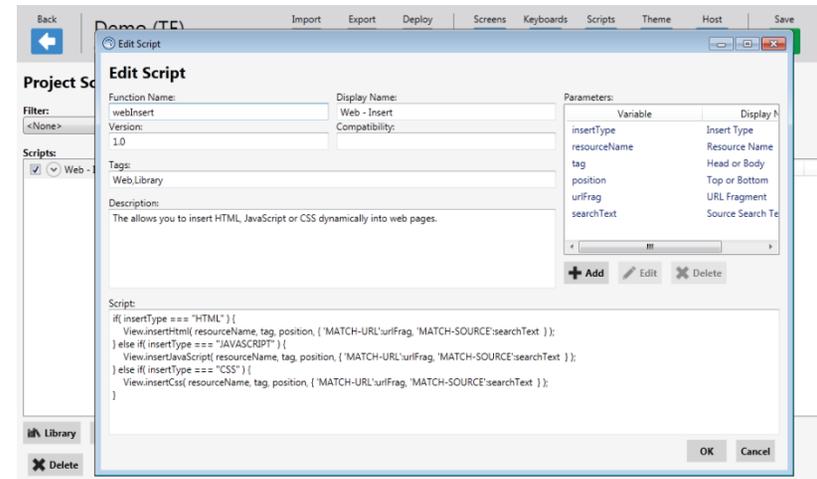
Theme

The Theme tab allows you to apply global changes to the formatting of your screen elements. Any changes you make here to the different element types are applied to all screens in your project.

Best Practices

- Change these elements first so you can better identify differences between a data label versus data value.
- The settings here are global and apply to all screens, but will not override the element changes you make at a screen-by-screen level from the [Screens](#) tab.
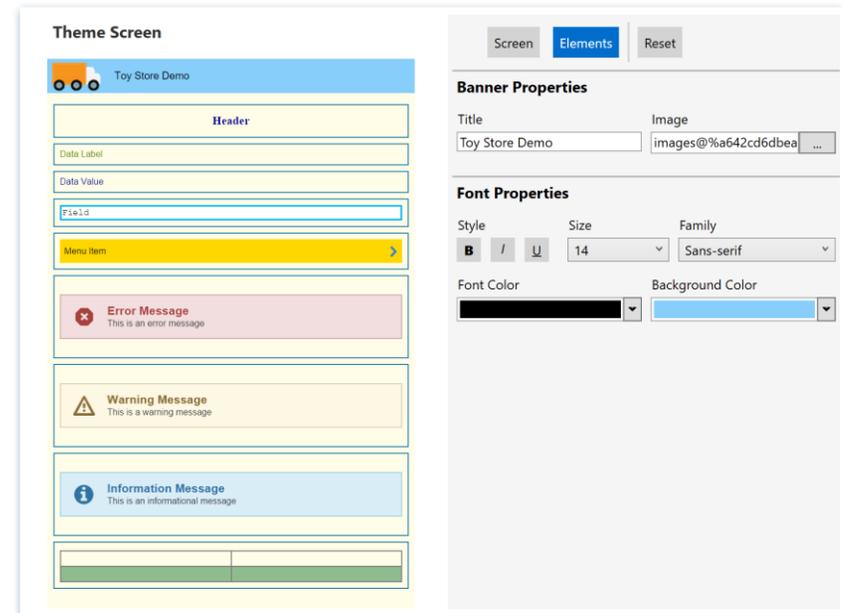
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Host Profile

A host profile defines the settings that the Velocity Client should use when it attempts to initiate a connection with a specific host. The host profile may include the emulation type, IP address of the host, or other settings.

While you can create an unlimited number of host profiles to use with Velocity, only one is allowed per project in the Velocity Console.

Best Practices

- If you activate **Disable Predictive Formatting**, you must have a screen template for every screen. Any screen without a template will not load in the Velocity Client.
- **Auto Carriage Return** is intended only for menu item buttons and not for scanning.
- The **ConnectPro Settings** require a Wavelink ConnectPro Server, which is available for free from the Wavelink website.
- When using **Data Capture** for scanning, a Velocity profile is created in DataWedge. This allows us to send settings to multiple devices when you use a mobile device management system or USB cable.

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Deploying the Project

Wavelink Velocity projects are exported to .wldep files and then compressed with all other resource files into a .zip. This folder can then be sent to devices with any mobile device management service like Wavelink Avalanche, or side loaded using a USB cable.

MDM Deployment

- Send the compressed folder to the Enterprise/Usr directory.

USB Sideloading

- Send the compressed folder to the **wavelink.velocity.com** directory.

Velocity Client

Installation

Download and install the Wavelink Velocity Client `.apk` file from the Wavelink website. Make note of the installer's location on your computer.

This file can be downloaded at:

http://www.wavelink.com/Download-Velocity_enterprise-app-modernization-Software/

APK

We recommend simply sideloading the app file via a USB connection. Place the file in the internal storage drive and run it from the device to install.

Zebra App

From the device, perform a search for "All-Touch TE". The installed application will show up as Velocity under Apps.

Navigation

When running the Velocity Client, the context and app menu are available in the toolbar. In addition, your device's hardware back button is available and programmable at the host profile level.

- Access the context menu for quick access to function or control keys.
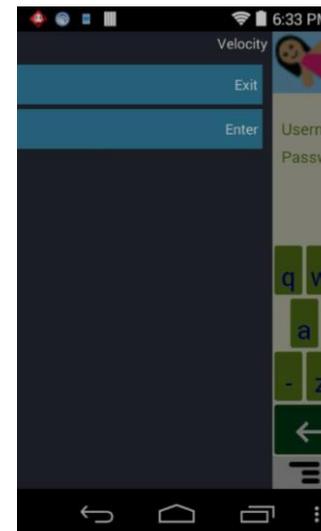
- Access the Velocity menu for starting new sessions or switching between green and reformatted screens.
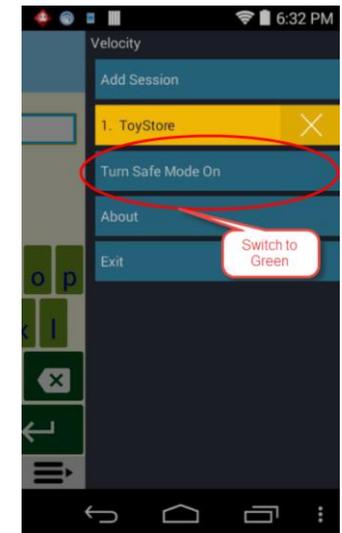
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Support

Should you find yourself in need of technical support, the following items are critical to help us reproduce your issue:

- **Export the project files.** With your project open in the Velocity Console, click Export and include all project files. Our support technicians can then import your project to their own machine to better aid in reproducing issues.
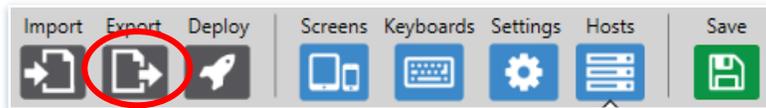
- **Turn on logging.** From the Host Profiles screen, tap and hold the profile before selecting **Edit**. Enter the password "system." Tap **Enable Logging**.