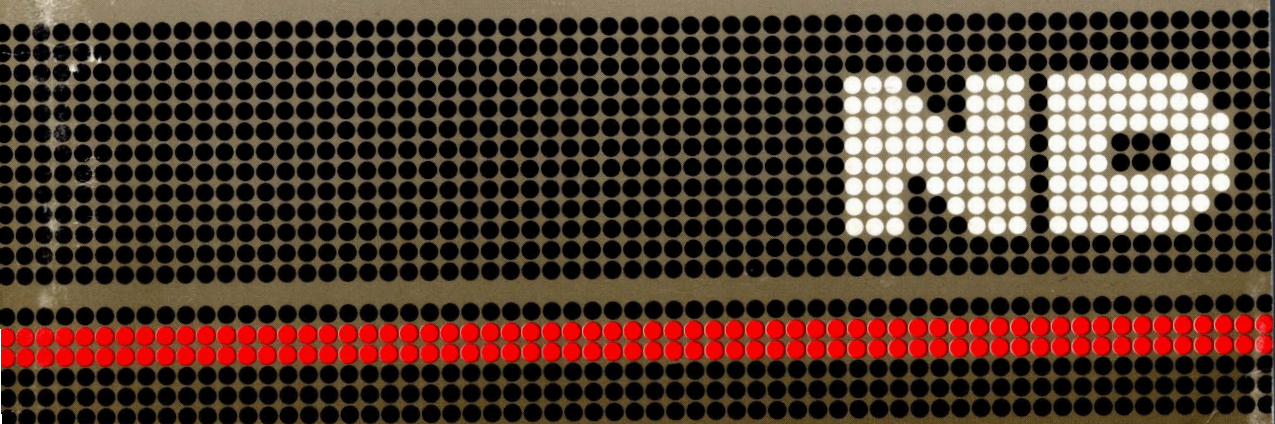


ND Display Terminal 1200 User Guide

ND-12.045.1 EN



ND Display Terminal 1200 User Guide

ND-12.045.1 EN

About this user guide

If your terminal is already installed and ready to use, you can go directly to part 2 of this user guide.

If your terminal is still in its packaging, we suggest that you read part 1 before you start to install the terminal.

This user guide will introduce you to the ND Display Terminal 1200 (ND product number 110140). As you may know, a terminal is used to communicate with a computer, and to a large extent its behaviour depends on the program that is running in the computer. However, local operating instructions are also needed in order to use the terminal in a typical worksituation. This guide tells you about:

- Assembling and adjusting the terminal
- Using the soft keys
- Defining your own menu settings
- Programming PUSH-keys
- Adjusting light intensity and contrast
- Creating and handling a window
- Using the note pad

These things are common to all ND 1200 Display Terminals. Features applying to particular versions of the terminal are described in a separate booklet entitled "Functional Specifications".

Related manuals

- ND Display Terminal 1200, Reference Manual
ND-12.047 EN
- ND Display Terminal 1200, Functional Specifications
ND-12.054 EN

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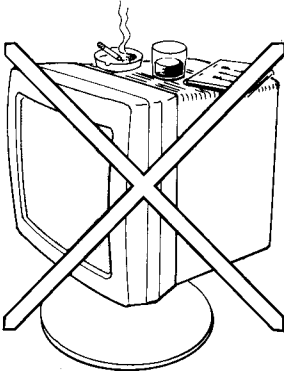
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The information in this manual is subject to change without notice.
Norsk Data A.S. assumes no responsibility for any errors that may appear in this manual, or for the use or reliability of its software on equipment that is not furnished or supported by Norsk Data A.S.

Part 1 - Before you begin

Important hints



WARNING!

Do not remove the terminal cover unless the power cable is unplugged.

Do not cover the ventilation slots on top of the terminal. Blocked slots may cause the terminal to overheat.

Never place the terminal directly on the desk or working surface. Always use a stand to ensure proper ventilation.

Never place paper clips, coins or beverages on top of the terminal. If such objects enter the interior, they may cause serious damage to the electronic components.

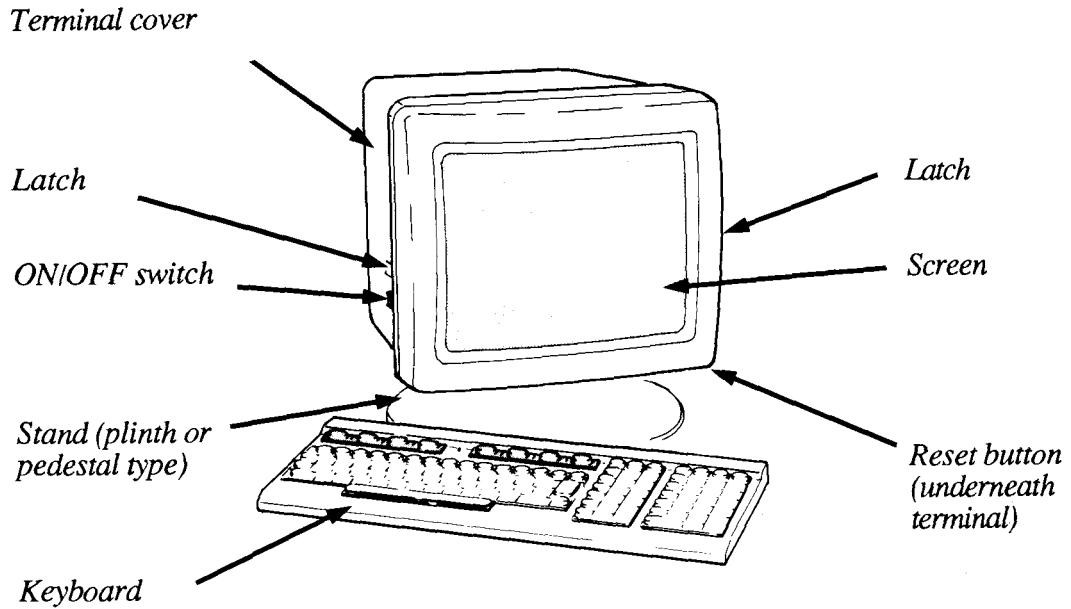
Always refer servicing to qualified personnel! No internal parts should be serviced by the user. No work should be attempted on an exposed chassis by anyone unfamiliar with the servicing procedures and precautions.

The power plug must be connected to a **grounded** wall outlet! Make sure all other cables are in position before plugging in (see page 7).

Clean the screen once a week with a damp cloth and a spray. We recommend the use of Antistatic Screen Cleaner.

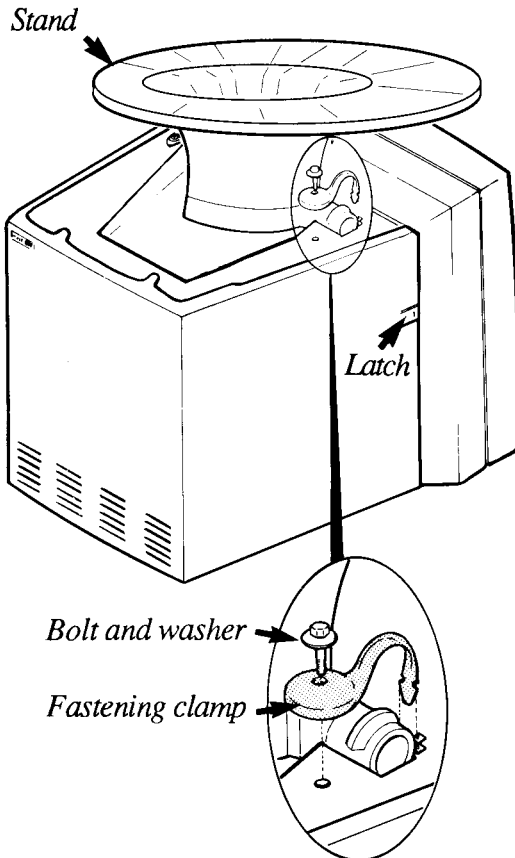
Special terminology

The illustration below shows the ND Display Terminal 1200 and identifies its major parts.



Assembling the terminal

The basic ND Display Terminal 1200 package consists of the terminal, the keyboard and a simple stand (or plinth). A pedestal stand which permits height adjustment and rotation of the terminal is available as an option. The mounting procedure described below applies to both the plinth and pedestal stand.

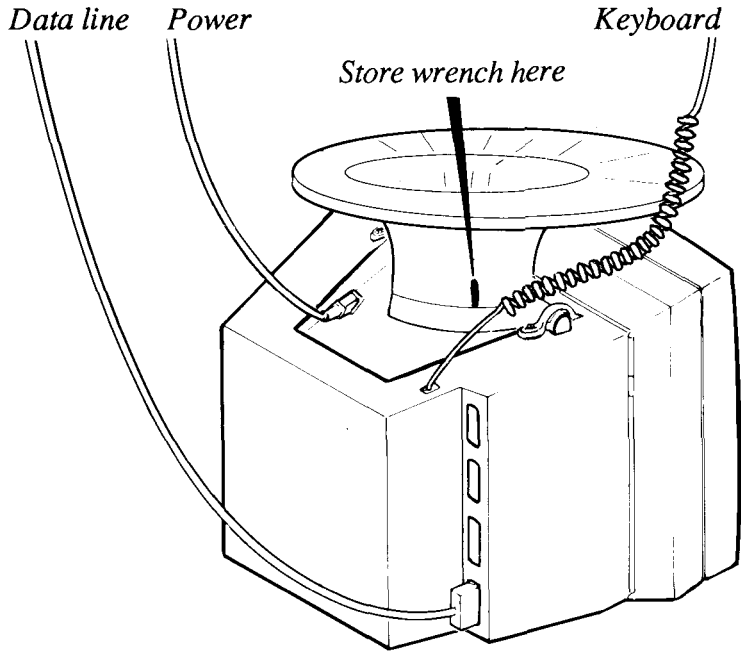


Mounting the stand

1. Turn the terminal upside down with the screen facing away from you.
2. Position the stand in the metal grooves as shown.
3. Insert the fastening clamp in the slot and slide it slightly forward so that the notches are properly engaged. Do this with both fastening clamps.
4. Secure each fastening clamp with the bolt and washer.
5. Tighten the bolts using the enclosed wrench (spanner), but do not tighten them completely. They should be tightened so that the stand can be easily tilted forward and backward, yet be stable when left in position.

Connecting the cables

6. Turn the terminal upright.
7. Press the two side latches on the terminal cover to remove the cover.



8. Turn the terminal upside down again so you can easily see the location of the connectors.
9. Connect the three cables as shown.
10. Turn the terminal upright and replace the cover, making sure that all cables hang freely from the opening at the base of the terminal, and are not pinched by the cover.

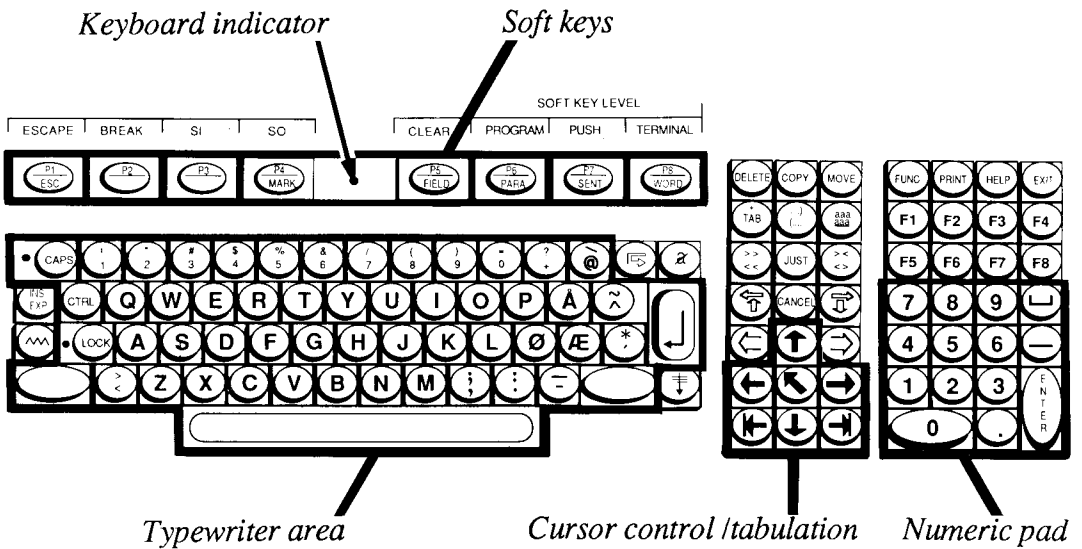
Adjusting your working position

11. Tilt and turn the terminal to a comfortable viewing angle which eliminates disturbing light reflections. If necessary, loosen or tighten the bolts so that the terminal is easily tilted while in an upright position.
12. Store the wrench (spanner) in the slot at the rear right side of the stand (plinth).

Part 2 - Getting acquainted

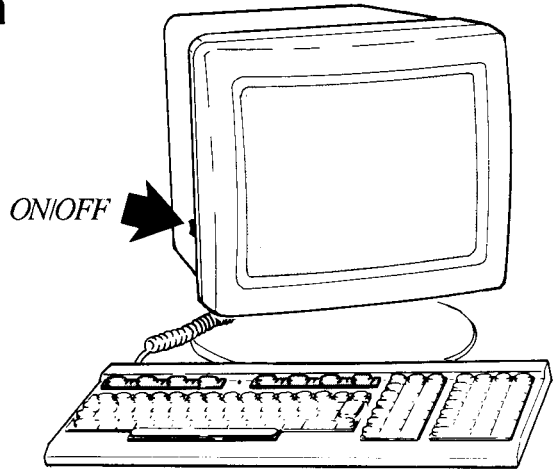
The keyboard

If you have used a NOTIS keyboard before, you will see that this one is slightly smaller.



Typewriter area	The keys in the typewriter area are very similar to those of an ordinary typewriter, and are used in the same way. The location of the particular keys will vary a bit according to various national standards.
Cursor control and tabulation	The keys in the cursor control and tabulation area are used to move the cursor on the screen, indicating the writing position.
Numeric pad	The keys in the numeric pad function like the numeric keys in the typewriter area - except that the CAPS key has no effect.
Soft keys	The soft key concept is new for NOTIS terminals. These are eight distinct keys (P1-P8), each with several functions. The use of soft keys limits the number of keys needed, thereby reducing the size of the keyboard. The soft keys are described briefly in this part of the guide and more extensively in part 3. The current soft key functions are shown at the bottom of your screen.
Keyboard indicator	If the power is on and the terminal is working properly, the keyboard indicator lights up green. If an error occurs in the terminal, or in its link with the host computer, the indicator light will be red.

Turning the terminal on



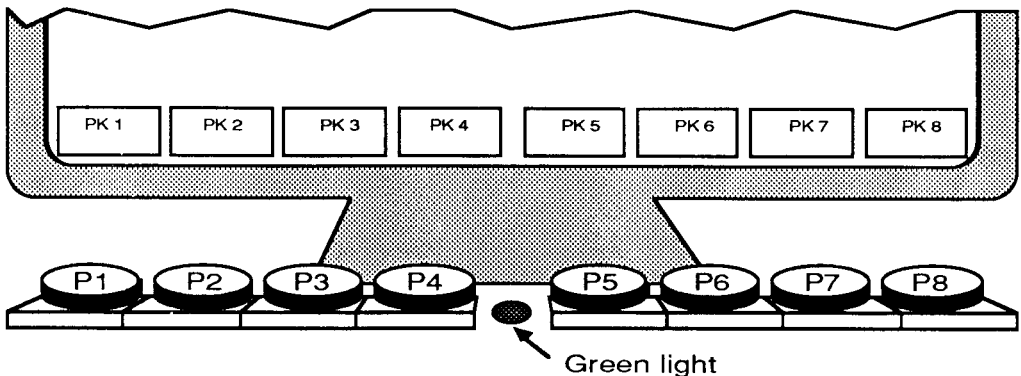
You turn the terminal on with the ON/OFF switch located on the left side of the terminal.

Test routines

When the terminal has been turned on, the green keyboard indicator lights up, and a moment later the contents of the screen appear. During this delay period, the terminal goes through certain test routines to discover possible errors.

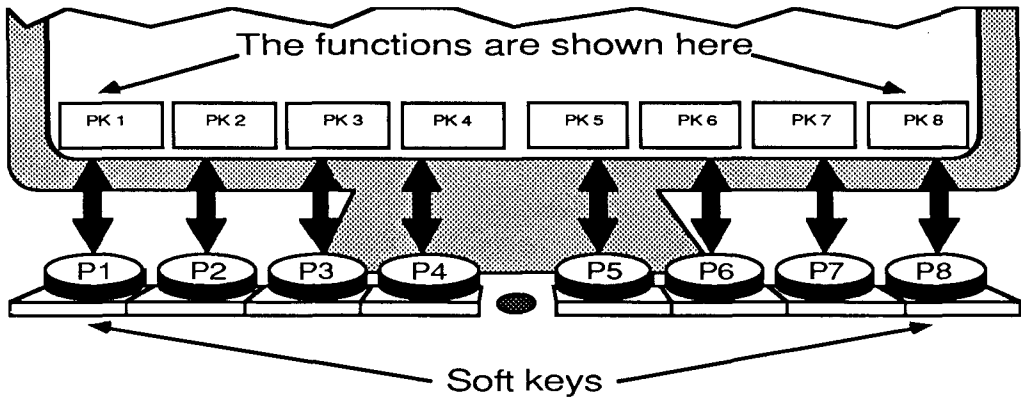
Error messages

If an error is detected during the warm-up tests, a diagnosis is shown on the screen, and the keyboard indicator light will be red. Usually, there is no error and the bottom of the screen will appear similar to the one shown below. (Your screen picture may be slightly but not significantly different.)



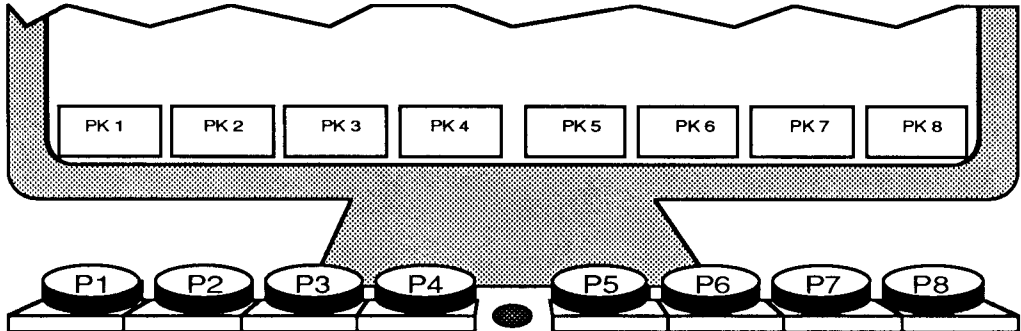
Soft keys

The "soft keys" are the keys marked P1 - P8 at the top of your keyboard. Each of the soft keys is capable of serving many purposes and performing many functions and subfunctions. **The current function of the soft keys is always displayed at the bottom of the screen picture.**



**Soft keys used
as PUSH-keys
(CTRL+P7)**

When you log in or when you press CTRL + P7
(while holding down CTRL press P7), the soft key
functions shown at the bottom of your screen look like
this:



The eight soft keys can now be used as PUSH-keys (PK1 - PK8). A PUSH-key is a key you can define or "program" with a series of characters or key strokes.

You can, for example, program one key to write the name of your company every time you press it. This saves time if the name appears often in the text you type.

You can program another key with the procedure for storing and printing your text, so that these operations are carried out at the touch of a single key.

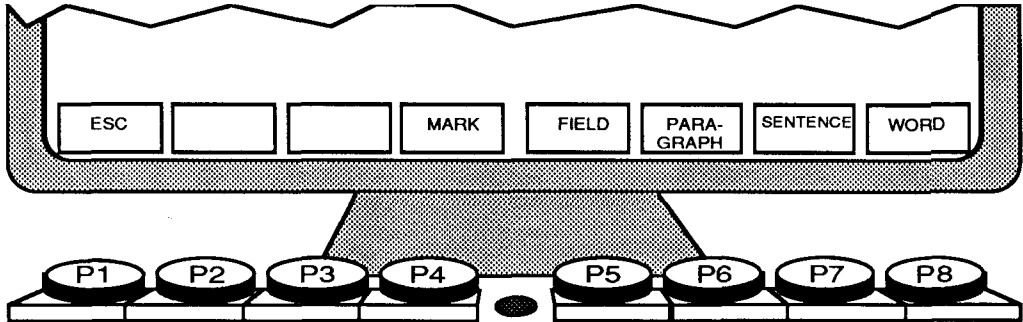
In addition to the eight PUSH-keys that are now available, you can use up to eight more (PK9 - 16) by pressing the SHIFT key.

When a PUSH-key is empty (not yet programmed) the box at the bottom of the screen contains the number of the key (PK1, PK2, etc.). When the PUSH-key has been programmed, the box contains the short name you gave it when you programmed it to help you remember what has been programmed into it.

For a detailed discussion of PUSH-keys and how to program them, refer to Part 3, page 25.

**Soft keys used
for PROGRAM
functions
(CTRL+P6)**

When you press CTRL + P6 (while holding down CTRL press P6), the soft key functions shown at the bottom of your screen look like this if you are using a NOTIS product:

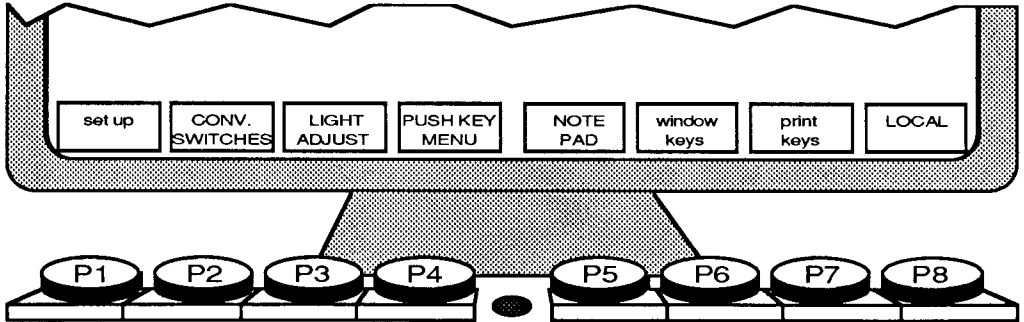


These soft key functions are pre-defined by NOTIS, and you will not be able to re-define them. This soft key set is perhaps the one you will use most often, since it is used to mark parts of the text for editing or special handling.

This soft key set is software dependent. If you run a program other than NOTIS, the soft keys will have different functions.

**Soft keys used
for TERMINAL
functions
(CTRL+P8)**

When you press CTRL + P8 (while holding down CTRL press P8) the soft key functions shown at the bottom of your screen look like this:

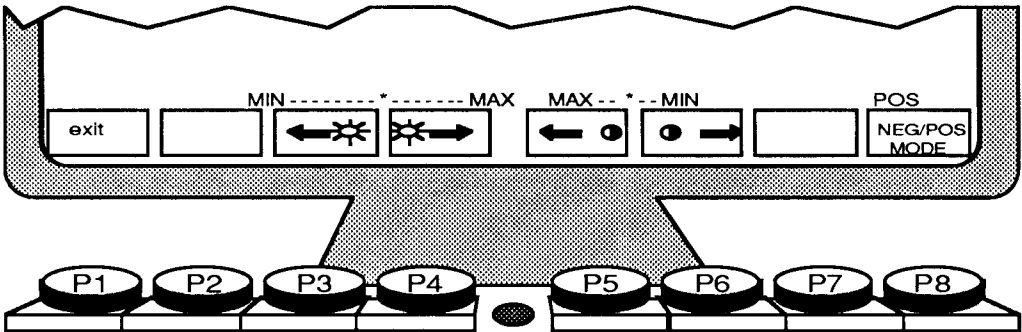


All of these functions deal with the set up of your terminal. You can control and change virtually all of the terminal characteristics to suit your own needs.

You can think of this first screen picture as the main or "top" level of TERMINAL functions. You will notice that some of the box titles are written in **lowercase** letters and some in **uppercase**.

Lowercase: If you press a key with a title in lowercase, you enter a new, lower TERMINAL function level; a level of subfunctions. This hierarchy of functions and subfunctions is shown in the overview on the next page.

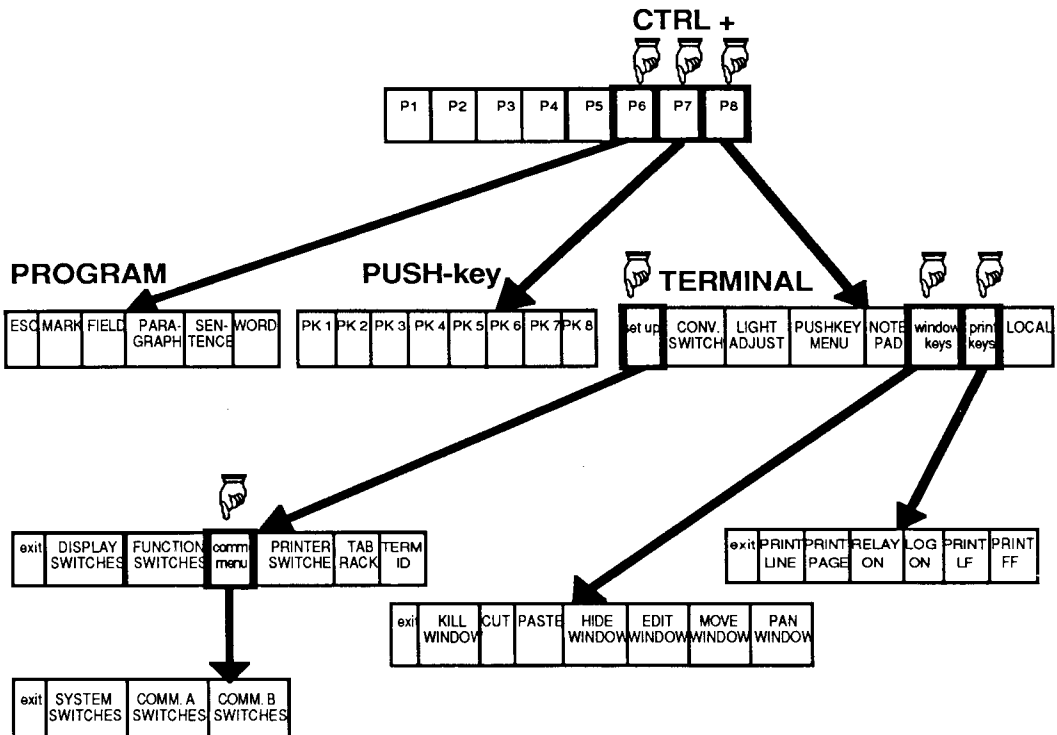
Uppercase: If you press a key with an uppercase title, you can perform the task described in the title. For example, if you press the LIGHT ADJUST key (P3), the screen picture changes to:



Now you can use the soft keys to adjust the light and contrast of your screen picture.

You must always press the 'exit' key (P1) to return to the higher TERMINAL function level. You must be at the top TERMINAL function level to change the soft keys to PROGRAM (CTRL+P6) or PUSH-key (CTRL+P7).

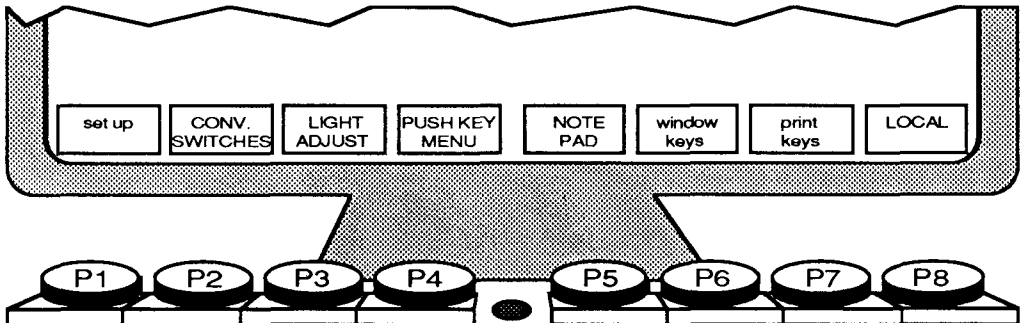
For more details, see Part 3.



Part 3 - Setting up and programming the terminal

To a large extent, you can choose exactly how you want the terminal to behave when you use it. You can, for example, adjust the light intensity, switch the margin bell on or off, or program the terminal to perform complex functions at the touch of one key. All this is possible with the soft keys, P1 - P8.

In part 2, we talked about the three main soft key functions: PROGRAM function, PUSH-key function and TERMINAL function. All the operations described here, in part 3, are done from TERMINAL function. To get into TERMINAL function level press **CTRL + P8** (if you are in a menu, you must first press 'exit' (P1)). You get this screen picture:



Changing the terminal characteristics - an example

Before going into detail about all the terminal characteristics you can change, here is an example which will give you an overview of how to program your terminal.

Let us say that you have just logged in and started to work at the terminal, but you are annoyed by a high-pitched clicking sound every time you press a key. You would prefer a "quiet" keyboard.

Choose 'CONVENIENCE SWITCHES' (**P2**) and the following screen picture appears. Proceed as shown.

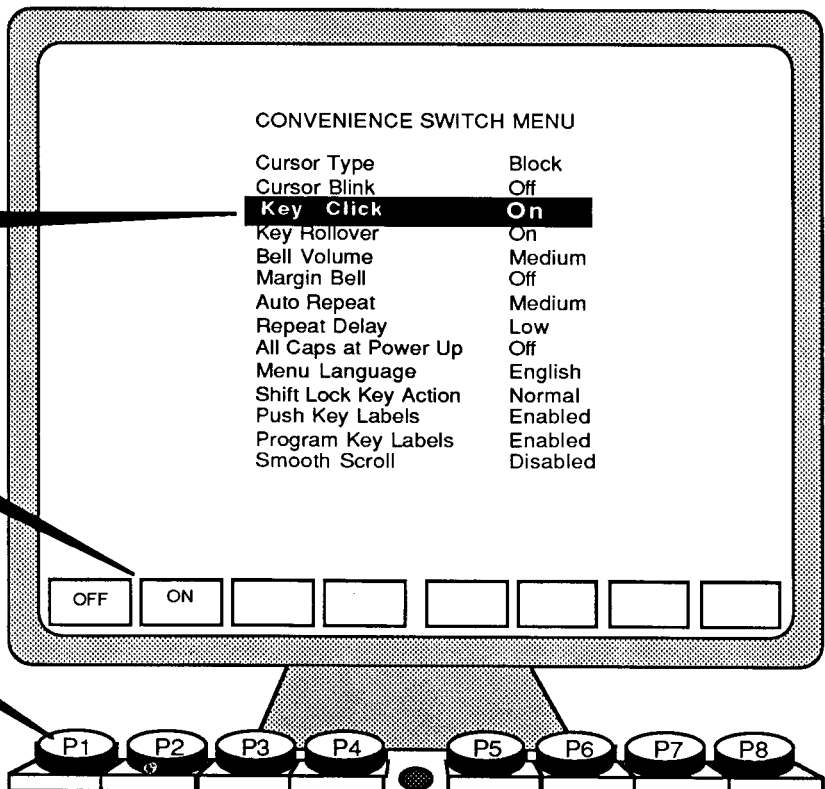
Use the down arrow key to move down to 'Key Click'



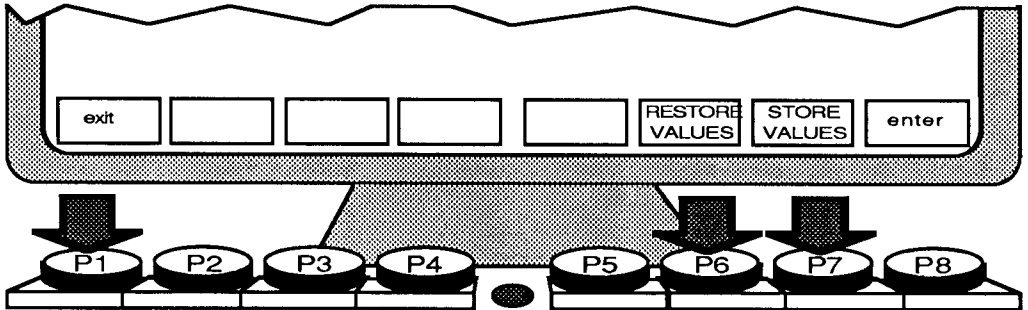
Press the ENTER key, and the possible key click settings appear



Choose 'OFF' by pressing P1



You now get the screen picture below, and you can choose whether or not to make the change permanent.



Making the change permanent (P7)

If you press 'STORE VALUES' (P7), your new key click setting is stored permanently, and the keys will still be silent the next time you switch on the terminal.

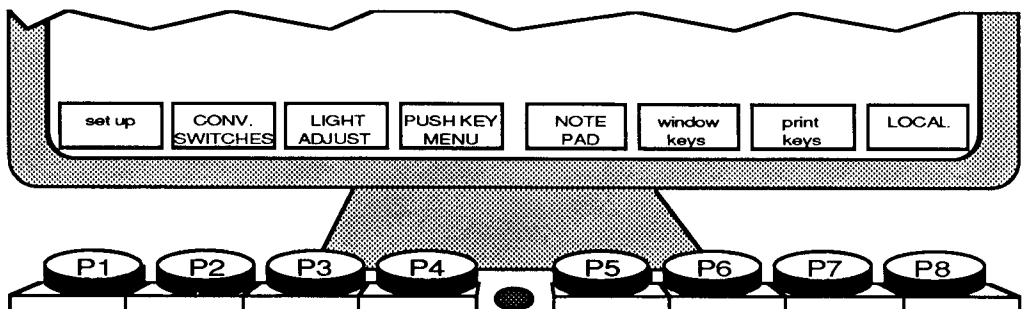
Leaving without making the change permanent (P1)

If you just press 'exit' (P1), the new key click setting is lost when the terminal is switched off. The next time you turn on the terminal, the keys will click again.

Cancelling the change (P6)

If you press 'RESTORE VALUES' (P6), the new key click setting is ignored, and the keys will still click.

Press 'exit' to get back to the TERMINAL function level and the screen picture below. On the following pages, we shall describe the different terminal characteristics that you can change.



Set up

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).



Press 'set up' (**P1**) and you get a new set of soft keys. See chart on page 15.

However, you will not need to change anything here. Normally, any set up changes are made by your system supervisor, but if necessary, see the manual 'ND DISPLAY TERMINAL 1200, Functional Specifications' ND-12.054.1 EN.

Convenience switches

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).



Press 'CONVENIENCE SWITCHES' (P2) and the screen picture shows the convenience switch menu:

CONVENIENCE SWITCH MENU		
Cursor	Type	Block
	Cursor Blink	Off
	Key Click	On
	Key Rollover	On
	Bell Volume	Medium
	Margin Bell	Off
	Auto Repeat	Medium
	Repeat Delay	Low
	All Caps at Power Up	Off
	Menu Language	English
	Shift Lock Key Action	Normal
	Push Key Labels	Enabled
	Program Key Labels	Enabled
	Smooth Scroll	Disabled

The convenience switch menu consists of a list of things that can be changed to make your routines with the terminal more convenient or more comfortable. The example on page 17 shows you how to make the changes.

NOTE!

Remember to press the 'STORE VALUE' key (P7) to make the change permanent.

Cursor type

You can decide what shape the cursor should have. The alternatives are:

Block
Line

Cursor blink

You can decide if you want a blinking or a non-blinking cursor. Both alternatives are valid for both cursor types:

Off: The cursor is not blinking
On: The cursor is blinking

Key click

You can decide whether you want to hear a click every time you press down a key. The alternatives are:

Off: No clicking sound is heard.
On: A clicking sound is emitted every time a key is pressed.

Key rollover

You can decide whether one or more characters should be registered if they are pressed down simultaneously. The alternatives are:

Off: When two or more keys are pressed down at the same time, only the first one is registered. You risk losing some characters if you are a fast typist, but the facility might be useful if you have large fingers.
On: All keys pressed down at the same time are registered.

Bell volume

You can set the loudness of the keyboard bell. The possible settings are:

Off
Low
Medium
High

Margin bell

You can decide whether or not you want a margin bell to sound (just as for a typewriter). The settings are:

Off
On

Auto repeat

You can decide at what speed a character should be repeated when the key is kept pressed down. The choices are:

Off: the character is registered only once
Low: the character is repeated slowly
Medium: the character is repeated rather fast
High: the character is repeated very fast

Repeat delay

You can set a time delay before the key you have pressed starts to be repeated. The alternatives are

Low: The repeat function starts almost immediately if you press and hold a key.
High: You have to press and hold a key for a slightly longer time before it starts to be repeated.

All caps at power up

You can decide whether you want the CAPS key (capital letters) to come on automatically when the power is turned on.

The alternatives are:

Off: Previous setting of the CAPS key is ignored after power has been switched off
On: Caps will be on automatically after power up

Menu language

You can decide which language you want your menu texts to be written in. For the time being, only the English menu language is implemented.

Shift lock key action

Normally, you press the LOCK key once to get uppercase letters, and press the SHIFT key to go back to lowercase letters. If you have a tendency to hit the shift lock key too often by accident, you may wish to set it to the "twice" option. You must then press the LOCK key twice to make it function as shift lock. If you prefer, you can also totally disable the LOCK key.

The alternatives are:

Normal
Twice
Disabled

PUSH-key labels

You can decide whether or not you want the PUSH-keys to appear at the bottom of your screen. The PUSH-keys are the set of soft keys that come up when you switch on your terminal, or when you press CTRL + P7.

The alternatives are:

Enabled
Disabled

PROGRAM key labels

The same function as for PUSH-key labels, but this time for the soft key set that you get when you press CTRL + P6.

The alternatives are:

Enabled
Disabled

Smooth scroll

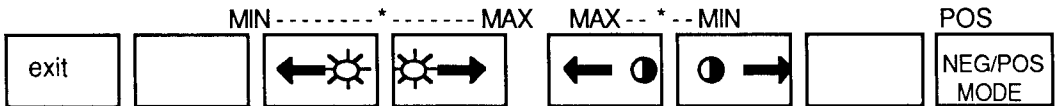
This function is not implemented.

Light adjust

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).



Press 'LIGHT ADJUST' (**P3**) to adjust the contrast and intensity of your screen. This picture appears:



Light (P3, P4)

For less light, press P3 repeatedly. For more light, use P4. As you do this, you will see that the asterisk (*) moves left or right indicating your position on the brightness scale.

In positive mode (dark characters on light background) adjusting the light means adjusting the background light. In negative mode, it is the brightness of the characters that is adjusted.

Contrast (P5, P6)

You can vary the difference between the light intensity of the characters and the background. To get maximum contrast, press P5 until the asterisk (*) has moved all the way to the left. Press P6 to minimize the contrast.

NEG/POS mode (P8)

With this key you can change the screen picture from dark characters on a light background to light characters on dark a background, or the other way around. The current setting is always written above the key text.

Exit (P1)

Once you have made the adjustments so that the screen intensity and level of contrast are comfortable for you, press the 'exit' key.

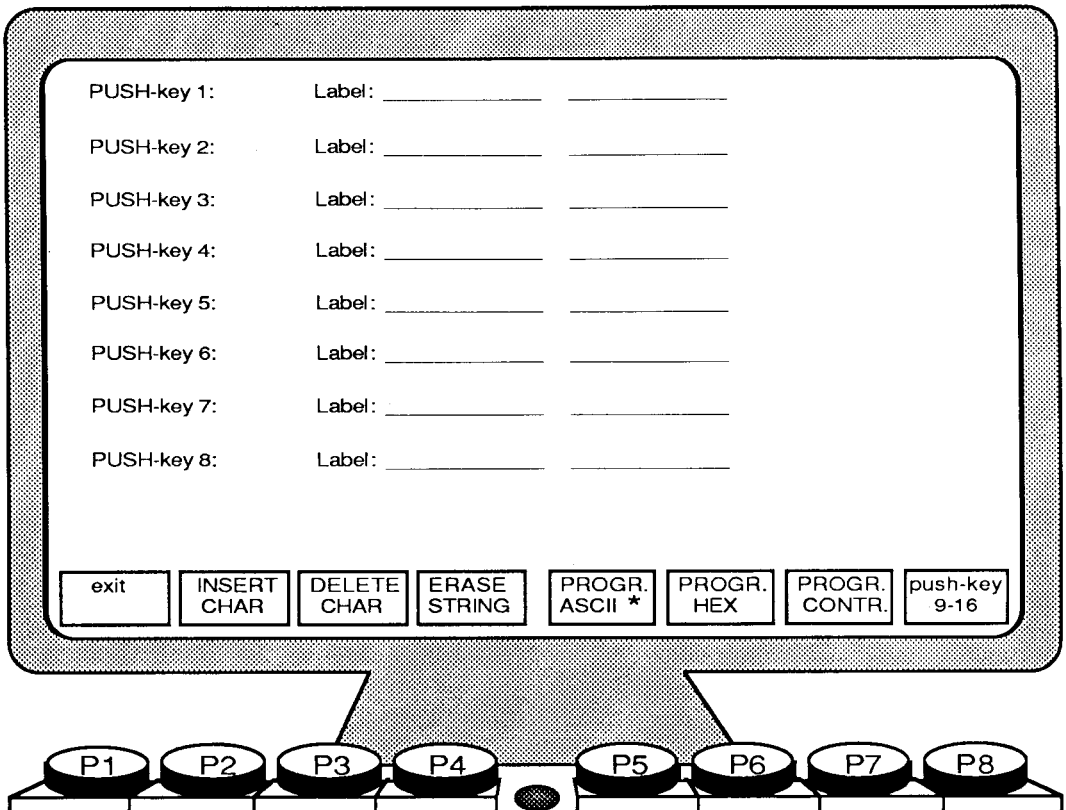
PUSH-key menu

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).



As mentioned on page 12, the keys P1 - P8 can be used as PUSH-keys, and can be programmed so that you will need to press only one key to generate frequently used phrases and commands (PUSH means Programmable Utility for String Handling).

To program the PUSH-keys, first press 'PUSH KEY MENU' (**P4**), and the following menu appears:



Programming a PUSH-key

Suppose you frequently use the phrase "Please contact us if you have any questions". You want to store this phrase on PUSH-key number seven.

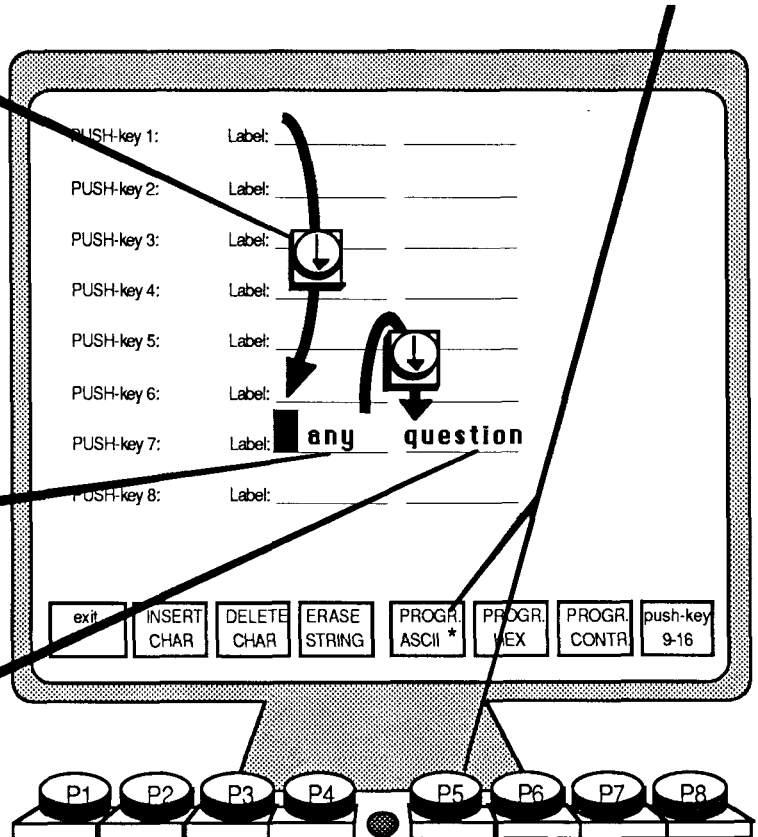
1.
Press the 'PROGR. ASCII' key (P5).

2.
Use the **down arrow** key to move down to PUSH-key 7.

3.
You are now in the first of the two 'Label' fields. Here you can write key words to make it easier to remember the contents of the PUSH-key.

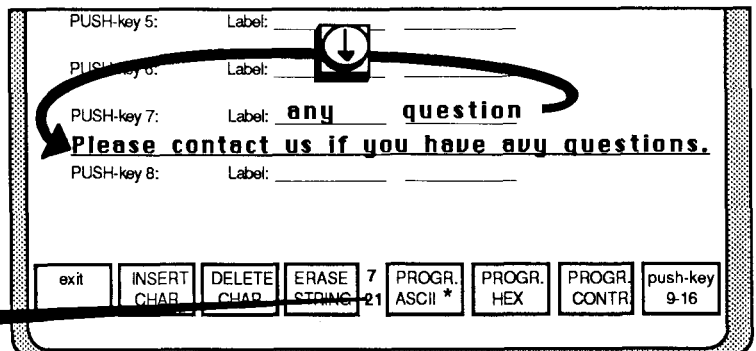
The key words for PUSH-key 7 could be 'any questions'. Write 'any' in the first field.

4.
Use the **down arrow** to move to the next field and write 'question' (you have to skip the 's' in 'questions' because each label can contain only eight characters).



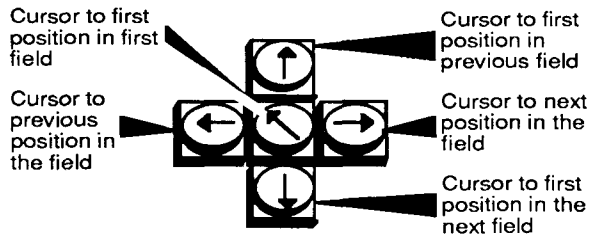
5.
Use the **down arrow** to move to the next line. Type 'Please contact us if you have any questions'.

The text can have up to 80 characters. This number is a character count.



Moving in the menu

You move the cursor with the arrow keys like this:



Insert character (P2)

If you make a typing error and need to insert a character, place the cursor to the right of the insertion point and press 'INSERT CHAR' (P2). You get a space in which to insert a new character.

Delete character (P3)

If you make a typing error and need to delete a character, place the cursor at the character and press this key.

Erase string (P4)

Use this key if you want to erase all the text from the cursor position to the end of the field.

NOTE!

You can always change the contents of a PUSH-key by writing new text on top of the old one.

Program ASCII (P5)

Press this key before you start programming, to notify the terminal that ordinary characters and symbols are to be programmed.

Exit (P1)

Press P1, and you will leave the PUSH-key menu. The text and commands you have programmed into the PUSH-keys are stored, even if power is turned off.

Push key 9-16 (P8)

You can have as many as 16 PUSH-keys, each containing up to 80 characters. Press P8 and the fields for programming keys 9 - 16 are displayed.

**Program HEX
(P6)**

For the advanced user: When you press this key, all characters must be entered as hexadecimal codes. This means that only the digits 0 to 9 and characters A to F are valid symbols.

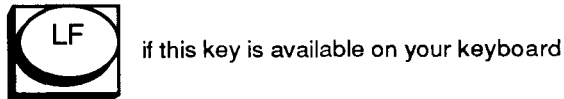
**Program
CONTROL (P7)**

For the advanced user: Control characters can be entered using the CTRL key, and special function keys can be entered directly. Example:

LF (line feed) should be entered as:



or



Cursor forward can be entered directly

**NOTE!**

PROGRAM CONTROL works in only one field at a time. This means that to move to another field, you have to go back to PROGRAM ASCII or PROGRAM HEX first.

**Refer to other
PUSH-keys**

For the advanced user: You can refer to one PUSH-key sequence in another one by using the hexadecimal code for the PUSH-key number.

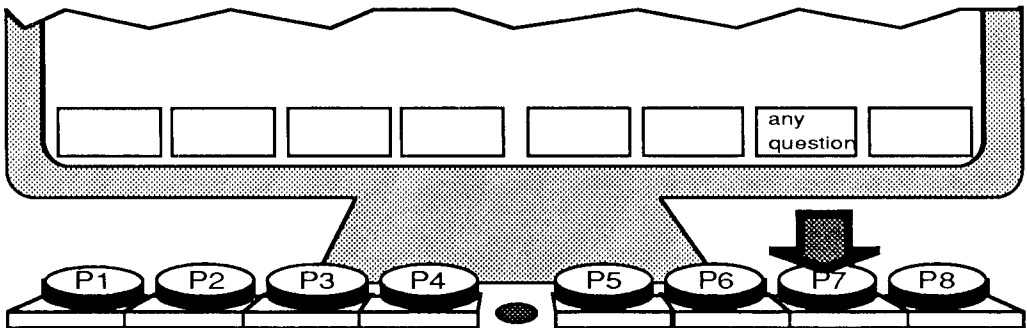
Using the programmed PUSH-keys

When you have finished programming the PUSH-keys, you must press 'exit' (P1) to get back to normal operation of the terminal. You can now start *using* the programmed PUSH-keys.

Let us say that you are writing a letter to a customer, and want to include the text you just wrote in PUSH-key number seven 'Please contact us.....'.

This is what you do:

1. Move the cursor to the point on the screen where you want the text to appear.
2. Press CTRL + P7, and the boxes at the bottom of the screen will contain the labels you have given your PUSH-keys.
3. Now press the soft key for PUSH-key number seven (P7), labelled "any question", and the contents of this PUSH-key appear on the screen where the cursor is placed.



CAUTION!

Never save passwords or other entry codes on the PUSH-keys

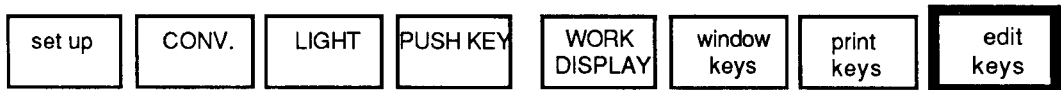
Notepad

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).



The notepad is your notebook - a blank sheet where you can write notes and comments, things to remember, phone numbers, agendas, guidelines for using programs and so forth.

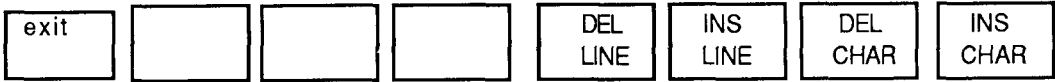
Press the 'NOTE PAD' key (**P5**), and the following boxes appear at the bottom of your screen.



The cursor is in the upper left corner of the screen, and you can start making your notes. The notepad is only one screen picture in size (25 lines). The notepad is a local function, and the computer does not know what is in your notepad. Your notes are, however, stored in your terminal even when the power is switched off, so the information is quite safe.

To leave the notepad, press the 'WORK DISPLAY' key (**P5**).

If you need to edit the text you have typed in your notepad, press 'edit keys' (P8), and the following boxes appear:



Del line (P5)

Deletes the text on the line where the cursor is located.

Ins line (P6)

Inserts a new line above the one where the cursor is located.

NOTE!

If the cursor is located on the last line of the notepad, this line will be deleted from the notepad when the new line is inserted

Del char (P7)

Deletes the character at the cursor position.

Ins char (P8)

Inserts a space to the left of the the cursor position.

Exit (P1)

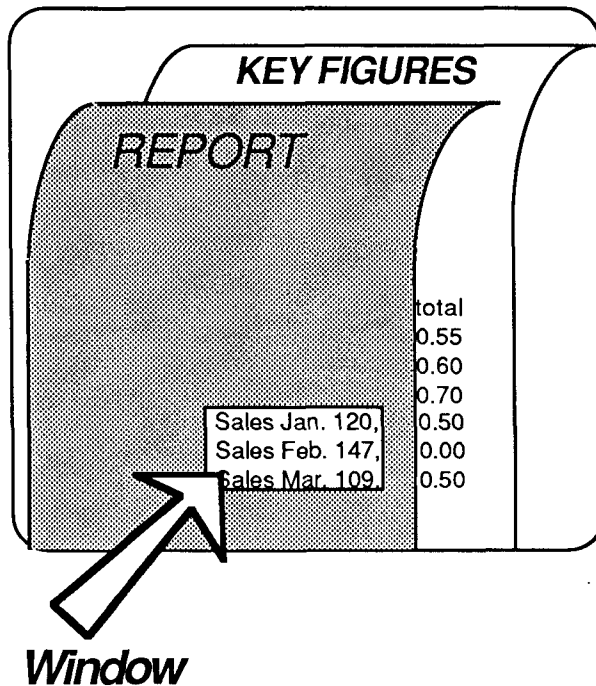
Press the 'exit' key (P1) to return to the notepad sub-function level, then **press the 'WORK DISPLAY' key (P5) to leave the notepad.**

Window keys

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).



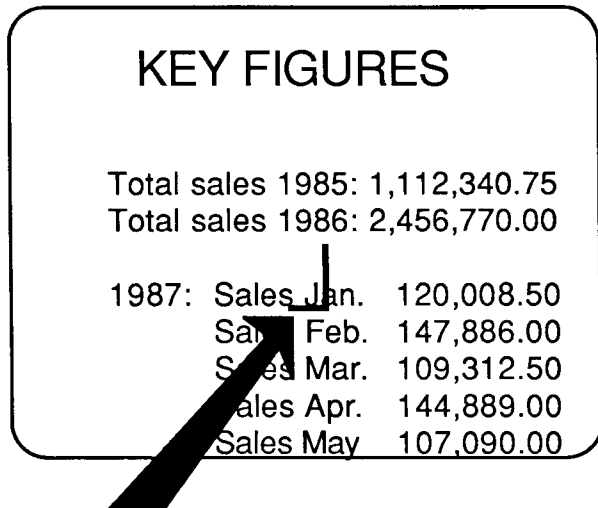
The window keys are used to create a window on the screen. Through this window you can look at text that is not part of the current screen picture. For example, if you are writing a report, the window may contain key figures which would be helpful to have in front of you for easy reference. The contents of the window may come from the notepad or from another section of your current text.



Press 'WINDOW KEYS' (P6) and the following boxes appear at the bottom of your screen.

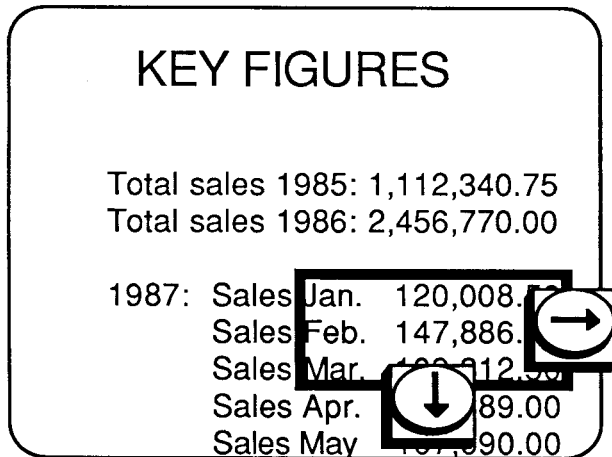


A blinking "window cursor" appears in the upper left corner of your screen. Use the arrow keys to move the window cursor into the text area and place it where you want the upper left corner of the window. This may be anywhere in the text area.

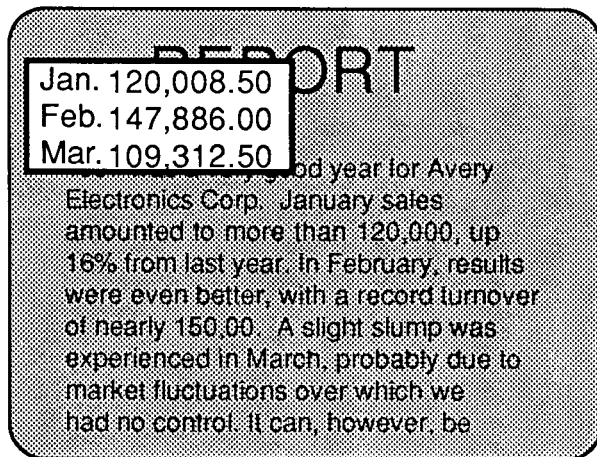


Window cursor

Press 'EDIT WINDOW' (P6) and use the cursor keys to adjust the size of the window.



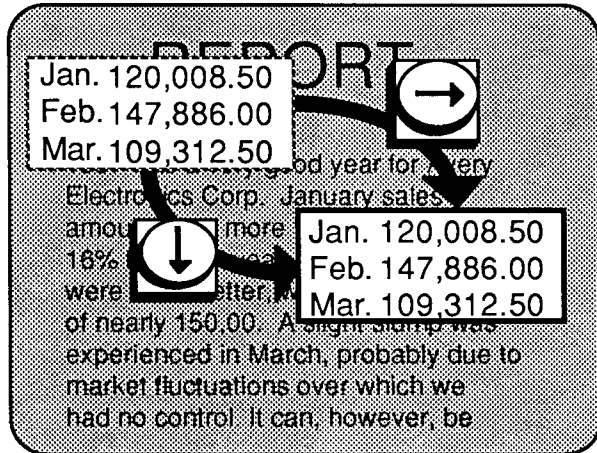
Now press 'exit' (P1) and move to another place in the same document (or to the notepad). As you see, the window remains on your screen.



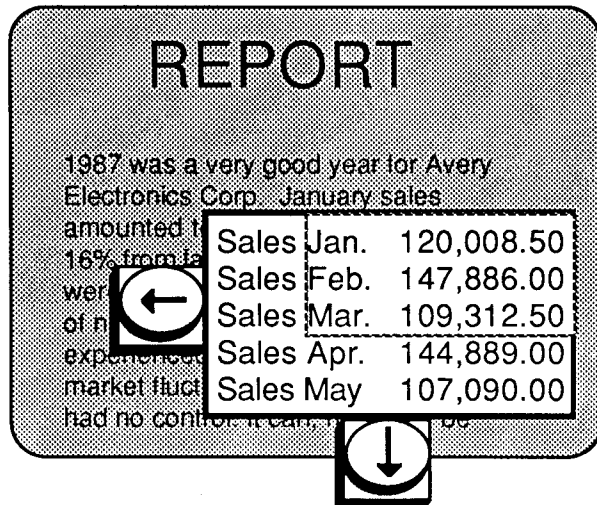
You can work with the window by pressing 'WINDOW KEYS' (P6) again and using the soft keys in the following manner:

Move window (P7)

Press this key and use the cursor keys to move the entire window to any screen location you wish.

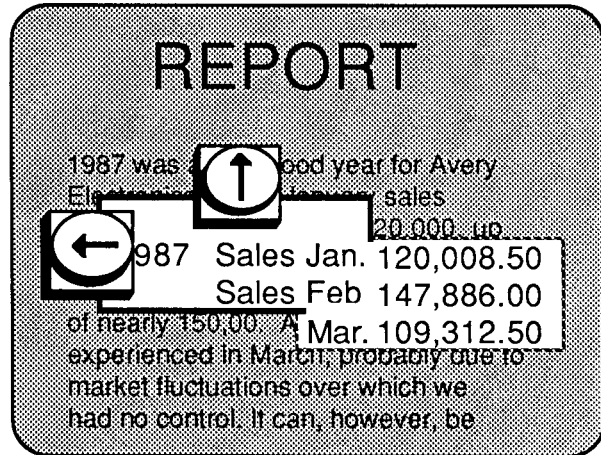
**Edit window (P6)**

Press this key and use the cursor keys to adjust the size of the window.



Pan window (P8)

The window shows only a small portion of the "underlying" text (the key figures). However, you can view other sections of this text by pressing 'PAN WINDOW' (P8) and using the cursor keys to move the surrounding text through the window area.

**Cut and Paste (P3 and P4)**

You can use these keys to remove a portion of your working text and "paste" it into the notepad for future reference. Create a window around the text you want to save and press 'CUT' (P3). When you do this, the portion of the screen that appears in the window is "frozen" and you can no longer pan the surrounding text. Press 'exit' (P1) followed by 'NOTE PAD' (P5) to enter the notepad area. Press 'WINDOW KEYS' (P6) followed by 'PASTE' (P4) and the windowed text is placed in your notepad. The window no longer appears on the screen in the current working area since it has been, literally, moved to the notepad.

Hide window (P9)

Press this key and the window is no longer visible on the screen. It still exists, however, and can be recalled by pressing 'WINDOW KEYS' (P6) from the TERMINAL function level.

- Kill window (P2)** Press this key to delete the window permanently.
- Exit (P1)** Press this key to return to your regular work area. The window remains on the screen until you press the 'HIDE WINDOW' key, the 'KILL WINDOW' key, the reset button or until you turn off the terminal.

Print keys

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).

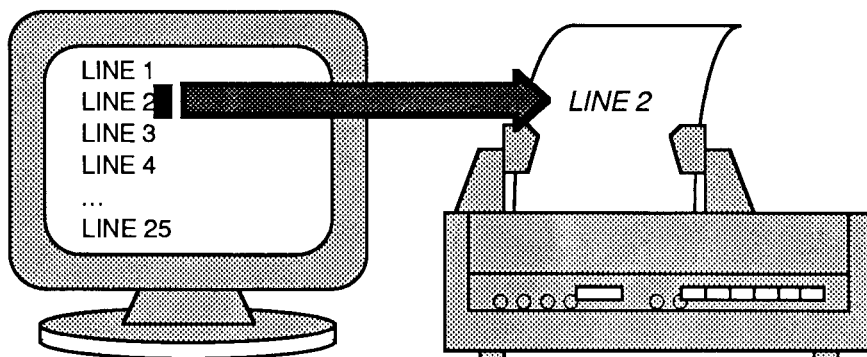


If you have a printer connected directly to your terminal (not to the computer), you can use the print keys to get a printout of whatever is written on your screen. Press 'print keys' (**P7**) and you get this screen picture:



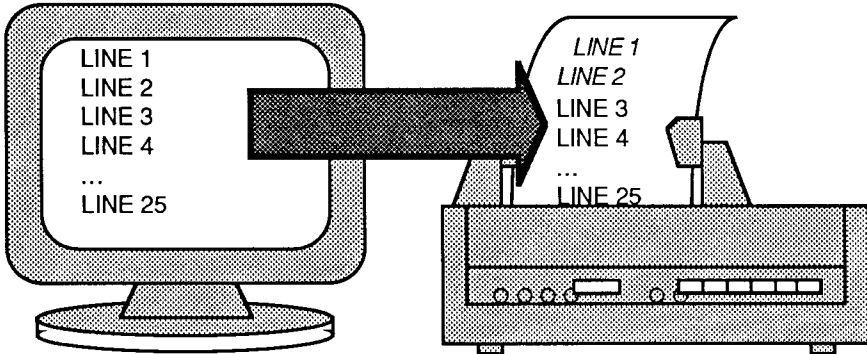
Print line (P2)

If you press 'PRINT LINE', the line where the cursor is placed is printed.



Print page (P3)

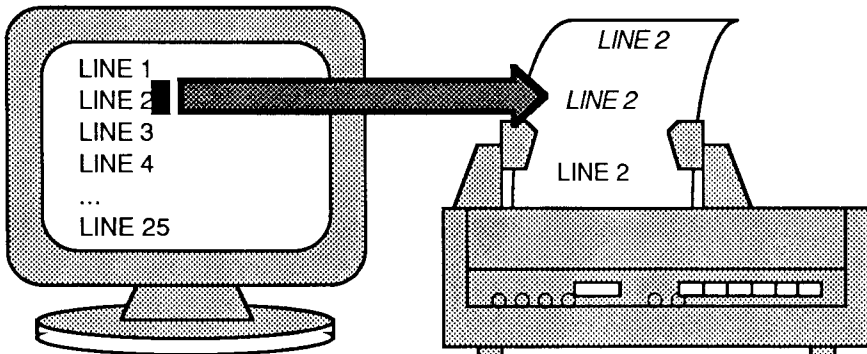
If you press 'PRINT PAGE', everything written on your screen is printed.



Print LF (P7)

If you press 'PRINT LF' (line feed) nothing is printed, but the sheet in the printer moves up one line. Use 'PRINT LF' in connection with other keys.

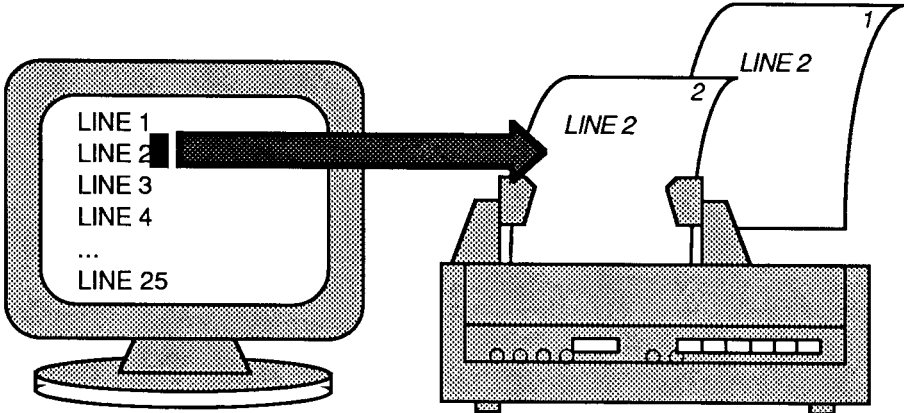
Select PRINT
LINE + PRINT
LF + PRINT
LINE + PRINT
LF



Print FF (P8)

If you press 'PRINT FF' (form feed), the printer advances to the next sheet of paper.

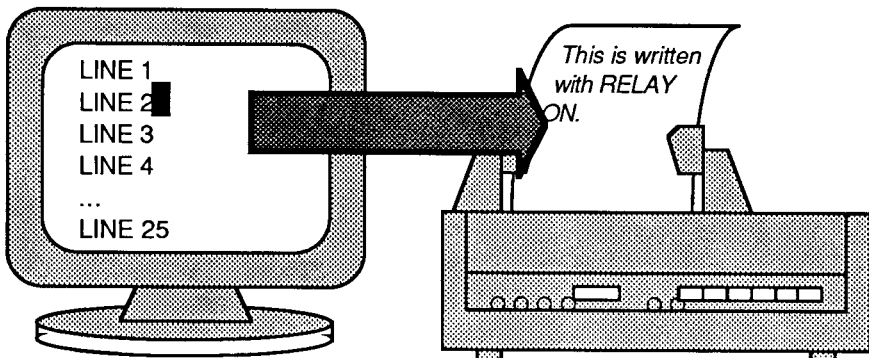
Select PRINT
LINE + PRINT
FF + PRINT
LINE + PRINT
FF



Relay on (P5)

If you press 'RELAY ON', everything you type will be printed directly on the paper without appearing on the screen. Press 'RELAY OFF' and the print keys will retain their usual functions.

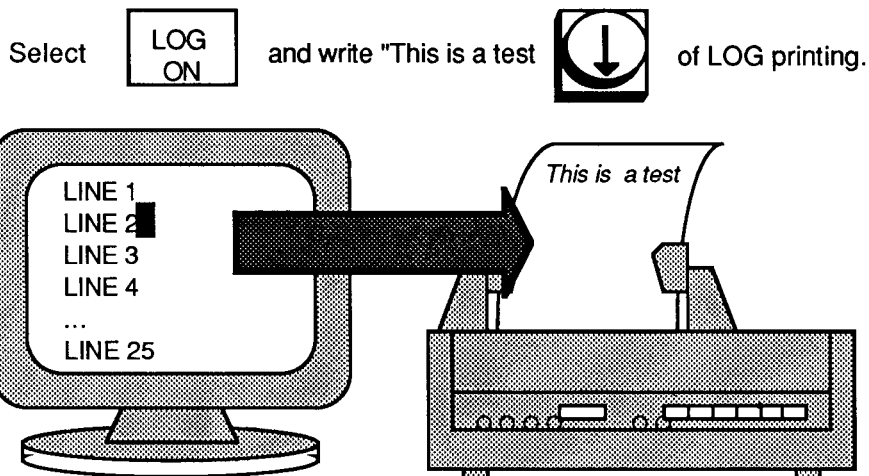
Select RELAY
ON and write "This is written with RELAY ON"



Log on (P6)

Press 'LOG ON', and everything you write on the terminal is printed simultaneously. When you start writing on a new line on the screen, the previous line is sent to the printer.

Press 'LOG OFF', and the ordinary print keys will retain their usual functions.



Local /Line

Press **CTRL+P8** to get the screen picture below. If you are in a menu, you must first press 'exit' (P1).



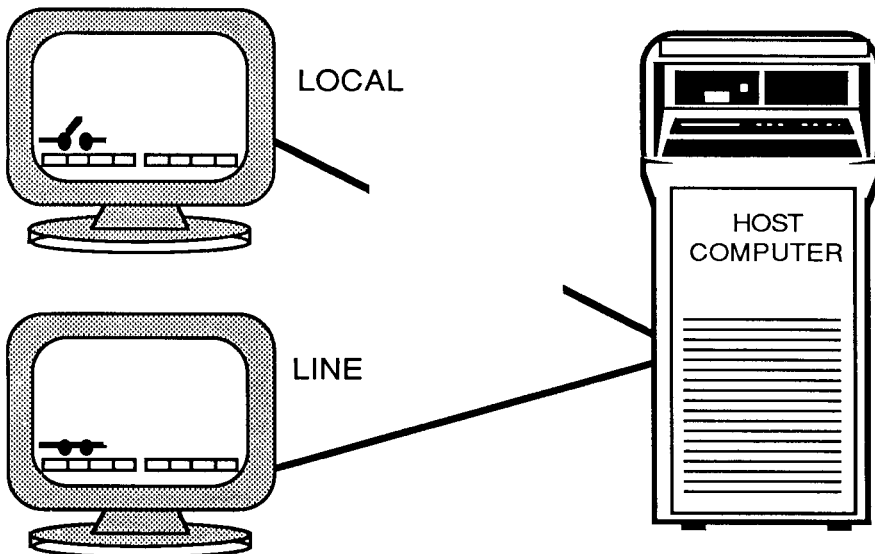
Local

If you press the 'LOCAL' key (P8), you switch off the connection between the terminal and the host computer. The terminal then operates independently.

Line

If you press the same key again (now labelled 'LINE'), the terminal is re-connected to the host.

Note the switch symbol in the lower left corner of the screen, indicating the current mode. Closed means line, open means local.



APPENDIX

Self-test error messages

If an error occurs during the power-up self-test, an error message is displayed on the status line at the bottom of the screen. If no error is detected, the message "Terminal Ready" pops up on the screen.

If an error message occurs, first try to turn the terminal off and on again. If this does not help, contact the person who is responsible for installing the terminal, the system supervisor, or a qualified service technician. In many cases, the terminal can be healed by using the system test, but leave this to the experts.

Here are the error messages that can occur:

Configuration Error

RAM Test Error

PROM Checksum Test Error

Communication Error Ch. A

Communication Error Ch. BA

Communication Error with Keyboard

CRT Controller Error

DMA Controller Error

Timer Controller Error

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Please let us know if you

- find errors
- cannot understand information
- cannot find information
- find needless information

Do you think we could improve the manual by rearranging the contents? You could also tell us if you like the manual!



HELP YOURSELF BY HELPING US!!

Manual name: ND Display Terminal User Guide

Manual number: ND-12.045.1 EN

What problems do you have (use extra pages if needed) _____

Do you have suggestions for improving this manual? _____

Your name: _____ Date: _____

Company: _____ Position: _____

Address: _____

What are you using this manual for? _____

NOTE!

This form is primarily for documentation errors. Software and system errors should be reported on Customer System Reports.

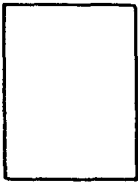
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