

**CEN**

**CWA 16926-68**

**WORKSHOP**

February 2020

**AGREEMENT**

---

ICS 35.200; 35.240.15; 35.240.40

English version

**Extensions for Financial Services (XFS) interface  
specification Release 3.40 - Part 68: Text Terminal Unit  
(TTU) Device Class Interface - Migration from Version 3.30  
(CWA 16926) to Version 3.40 (this CWA) - Programmer's  
Reference**

This CEN Workshop Agreement has been drafted and approved by a Workshop of representatives of interested parties, the constitution of which is indicated in the foreword of this Workshop Agreement.

The formal process followed by the Workshop in the development of this Workshop Agreement has been endorsed by the National Members of CEN but neither the National Members of CEN nor the CEN-CENELEC Management Centre can be held accountable for the technical content of this CEN Workshop Agreement or possible conflicts with standards or legislation.

This CEN Workshop Agreement can in no way be held as being an official standard developed by CEN and its Members.

This CEN Workshop Agreement is publicly available as a reference document from the CEN Members National Standard Bodies.

CEN members are the national standards bodies of Austria, Belgium, Bulgaria, Croatia, Cyprus, Czech Republic, Denmark, Estonia, Finland, France, Germany, Greece, Hungary, Iceland, Ireland, Italy, Latvia, Lithuania, Luxembourg, Malta, Netherlands, Norway, Poland, Portugal, Republic of North Macedonia, Romania, Serbia, Slovakia, Slovenia, Spain, Sweden, Switzerland, Turkey and United Kingdom.



EUROPEAN COMMITTEE FOR STANDARDIZATION  
COMITÉ EUROPÉEN DE NORMALISATION  
EUROPÄISCHES KOMITEE FÜR NORMUNG

**CEN-CENELEC Management Centre: Rue de la Science 23, B-1040 Brussels**

---

## Table of Contents

---

European Foreword.....	4
<b>1. Migration Information.....</b>	<b>8</b>
<b>2. Text Terminal Units .....</b>	<b>9</b>
<b>3. References .....</b>	<b>10</b>
<b>4. Info Commands .....</b>	<b>11</b>
4.1 WFS_INF_TTU_STATUS.....	11
4.2 WFS_INF_TTU_CAPABILITIES.....	14
4.3 WFS_INF_TTU_FORM_LIST.....	17
4.4 WFS_INF_TTU_QUERY_FORM.....	18
4.5 WFS_INF_TTU_QUERY_FIELD.....	19
4.6 WFS_INF_TTU_KEY_DETAIL.....	21
<b>5. Execute Commands .....</b>	<b>23</b>
5.1 WFS_CMD_TTU_BEEP.....	23
5.2 WFS_CMD_TTU_CLEARSCREEN.....	24
5.3 WFS_CMD_TTU_DISPLIGHT.....	25
5.4 WFS_CMD_TTU_SET_LED.....	26
5.5 WFS_CMD_TTU_SET_RESOLUTION.....	27
5.6 WFS_CMD_TTU_WRITE_FORM .....	28
5.7 WFS_CMD_TTU_READ_FORM .....	29
5.8 WFS_CMD_TTU_WRITE.....	31
5.9 WFS_CMD_TTU_READ.....	33
5.10 WFS_CMD_TTU_RESET.....	36
5.11 WFS_CMD_TTU_DEFINE_KEYS.....	37
5.12 WFS_CMD_TTU_POWER_SAVE_CONTROL.....	39
5.13 WFS_CMD_TTU_SET_LED_EX.....	40
5.14 WFS_CMD_TTU_SYNCHRONIZE_COMMAND .....	41
<b>6. Events.....</b>	<b>42</b>
6.1 WFS_EXEE_TTU_FIELDERROR.....	42
6.2 WFS_EXEE_TTU_FIELDWARNING.....	43
6.3 WFS_EXEE_TTU_KEY .....	44
6.4 WFS_SRVE_TTU_DEVICEPOSITION.....	45
6.5 WFS_SRVE_TTU_POWER_SAVE_CHANGE.....	46
<b>7. Form and Field Definitions .....</b>	<b>47</b>
7.1 Definition Syntax.....	47
7.2 XFS form/media definition files in multi-vendor environments .....	48

7.3	Form Definition .....	49
7.4	Field Definition .....	50
8.	C - Header file .....	52

## **European Foreword**

---

---

This CEN Workshop Agreement has been developed in accordance with the CEN-CENELEC Guide 29 “CEN/CENELEC Workshop Agreements – The way to rapid consensus” and with the relevant provisions of CEN/CENELEC Internal Regulations – Part 2. It was approved by a Workshop of representatives of interested parties on 2019-10-08, the constitution of which was supported by CEN following several public calls for participation, the first of which was made on 1998-06-24. However, this CEN Workshop Agreement does not necessarily include all relevant stakeholders.

The final text of this CEN Workshop Agreement was provided to CEN for publication on 2019-12-12.

The following organizations and individuals developed and approved this CEN Workshop Agreement:

- ATM Japan LTD
- AURIGA SPA
- BANK OF AMERICA
- CASHWAY TECHNOLOGY
- CHINAL ELECTRONIC FINANCIAL EQUIPMENT SYSTEM CO.
- CIMA SPA
- CLEAR2PAY SCOTLAND LIMITED
- DIEBOLD NIXDORF
- EASTERN COMMUNICATIONS CO. LTD – EASTCOM
- FINANZ INFORMATIK
- FUJITSU FRONTTECH LIMITED
- FUJITSU TECHNOLOGY
- GLORY LTD
- GRG BANKING EQUIPMENT HK CO LTD
- HESS CASH SYSTEMS GMBH & CO. KG
- HITACHI OMRON TS CORP.
- HYOSUNG TNS INC
- JIANGSU GUOQUANG ELECTRONIC INFORMATION TECHNOLOGY
- KAL
- KEBA AG
- NCR FSG
- NEC CORPORATION
- OKI ELECTRIC INDUSTRY SHENZHEN

- OKI ELECTRONIC INDUSTRY CO
- PERTO S/A
- REINER GMBH & CO KG
- SALZBURGER BANKEN SOFTWARE
- SIGMA SPA
- TEB
- ZIJIN FULCRUM TECHNOLOGY CO

It is possible that some elements of this CEN/CWA may be subject to patent rights. The CEN-CENELEC policy on patent rights is set out in CEN-CENELEC Guide 8 “Guidelines for Implementation of the Common IPR Policy on Patents (and other statutory intellectual property rights based on inventions)”. CEN shall not be held responsible for identifying any or all such patent rights.

The Workshop participants have made every effort to ensure the reliability and accuracy of the technical and non-technical content of CWA 16926-68, but this does not guarantee, either explicitly or implicitly, its correctness. Users of CWA 16926-68 should be aware that neither the Workshop participants, nor CEN can be held liable for damages or losses of any kind whatsoever which may arise from its application. Users of CWA 16926-68 do so on their own responsibility and at their own risk.

The CWA is published as a multi-part document, consisting of:

Part 1: Application Programming Interface (API) - Service Provider Interface (SPI) - Programmer's Reference

Part 2: Service Classes Definition - Programmer's Reference

Part 3: Printer and Scanning Device Class Interface - Programmer's Reference

Part 4: Identification Card Device Class Interface - Programmer's Reference

Part 5: Cash Dispenser Device Class Interface - Programmer's Reference

Part 6: PIN Keypad Device Class Interface - Programmer's Reference

Part 7: Check Reader/Scanner Device Class Interface - Programmer's Reference

Part 8: Depository Device Class Interface - Programmer's Reference

Part 9: Text Terminal Unit Device Class Interface - Programmer's Reference

Part 10: Sensors and Indicators Unit Device Class Interface - Programmer's Reference

Part 11: Vendor Dependent Mode Device Class Interface - Programmer's Reference

Part 12: Camera Device Class Interface - Programmer's Reference

Part 13: Alarm Device Class Interface - Programmer's Reference

Part 14: Card Embossing Unit Device Class Interface - Programmer's Reference

Part 15: Cash-In Module Device Class Interface - Programmer's Reference

Part 16: Card Dispenser Device Class Interface - Programmer's Reference

Part 17: Barcode Reader Device Class Interface - Programmer's Reference

Part 18: Item Processing Module Device Class Interface - Programmer's Reference

Part 19: Biometrics Device Class Interface - Programmer's Reference

Parts 20 - 28: Reserved for future use.

Parts 29 through 47 constitute an optional addendum to this CWA. They define the integration between the SNMP standard and the set of status and statistical information exported by the Service Providers.

Part 29: XFS MIB Architecture and SNMP Extensions - Programmer's Reference

Part 30: XFS MIB Device Specific Definitions - Printer Device Class

Part 31: XFS MIB Device Specific Definitions - Identification Card Device Class

Part 32: XFS MIB Device Specific Definitions - Cash Dispenser Device Class

Part 33: XFS MIB Device Specific Definitions - PIN Keypad Device Class

Part 34: XFS MIB Device Specific Definitions - Check Reader/Scanner Device Class

Part 35: XFS MIB Device Specific Definitions - Depository Device Class

Part 36: XFS MIB Device Specific Definitions - Text Terminal Unit Device Class

Part 37: XFS MIB Device Specific Definitions - Sensors and Indicators Unit Device Class

Part 38: XFS MIB Device Specific Definitions - Camera Device Class

Part 39: XFS MIB Device Specific Definitions - Alarm Device Class

Part 40: XFS MIB Device Specific Definitions - Card Embossing Unit Class

Part 41: XFS MIB Device Specific Definitions - Cash-In Module Device Class

Part 42: Reserved for future use.

Part 43: XFS MIB Device Specific Definitions - Vendor Dependent Mode Device Class

Part 44: XFS MIB Application Management

Part 45: XFS MIB Device Specific Definitions - Card Dispenser Device Class

Part 46: XFS MIB Device Specific Definitions - Barcode Reader Device Class

Part 47: XFS MIB Device Specific Definitions - Item Processing Module Device Class

Part 48: XFS MIB Device Specific Definitions - Biometrics Device Class

Parts 49 - 60 are reserved for future use.

Part 61: Application Programming Interface (API) - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Service Provider Interface (SPI) - Programmer's Reference

Part 62: Printer and Scanning Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 63: Identification Card Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 64: Cash Dispenser Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 65: PIN Keypad Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 66: Check Reader/Scanner Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 67: Depository Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 68: Text Terminal Unit Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 69: Sensors and Indicators Unit Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 70: Vendor Dependent Mode Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 71: Camera Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 72: Alarm Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) -

Programmer's Reference

Part 73: Card Embossing Unit Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 74: Cash-In Module Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 75: Card Dispenser Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 76: Barcode Reader Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

Part 77: Item Processing Module Device Class Interface - Migration from Version 3.30 (CWA 16926) to Version 3.40 (this CWA) - Programmer's Reference

In addition to these Programmer's Reference specifications, the reader of this CWA is also referred to a complementary document, called Release Notes. The Release Notes contain clarifications and explanations on the CWA specifications, which are not requiring functional changes. The current version of the Release Notes is available online from: [https://www.cen.eu/work/Sectors/Digital\\_society/Pages/WSXFS.aspx](https://www.cen.eu/work/Sectors/Digital_society/Pages/WSXFS.aspx).

The information in this document represents the Workshop's current views on the issues discussed as of the date of publication. It is provided for informational purposes only and is subject to change without notice. CEN makes no warranty, express or implied, with respect to this document.

## 1. Migration Information

---

XFS 3.40 has been designed to minimize backwards compatibility issues. This document highlights the changes made to the TTU device class between version 3.30 and 3.40, by highlighting the additions and deletions to the text.



## 2. Text Terminal Units

---

This specification describes the functionality of the services provided by text terminal unit (TTU) services under XFS, by defining the service-specific commands that can be issued, using the **WFSGetInfo**, **WFSAsyncGetInfo**, **WFSExecute** and **WFSAsyncExecute** functions.

This section describes the functions provided by a generic Text Terminal Unit (TTU) service. A Text Terminal Unit is a text i/o device, which applies both to ATM operator panels and to displays incorporated in devices such as PIN pads and printers. This service allows for the following categories of functions:

- Forms oriented input and output
- Direct display output
- Keyboard input
- LED settings and control

All position indexes are zero based, where column zero, row zero is the top-leftmost position.

If the device has no shift key, the `WFS_CMD_TTU_READ_FORM` and `WFS_CMD_TTU_READ` commands will return only upper case letters. If the device has a shift key, these commands return upper and lower case letters as governed by the user's use of the shift key.

### 3. References

---

---

- |  |
|--|
| 1. XFS Application Programming Interface (API)/Service Provider Interface (SPI), Programmer's Reference<br>Revision 3. <del>3040</del> |
|--|

## 4. Info Commands

### 4.1 WFS\_INF\_TTU\_STATUS

**Description** This command reports the full range of information available, including the information that is provided by the Service Provider.

**Input Param** None.

**Output Param** LPWFSTTUSTATUS lpStatus;

```
typedef struct _wfs_ttu_status
{
    WORD                fwDevice;
    WORD                wKeyboard;
    WORD                wKeylock;
    WORD                wLEDs[WFS_TTU_LEDS_MAX];
    WORD                wDisplaySizeX;
    WORD                wDisplaySizeY;
    LPSTR               lpSzExtra;
    WORD                wDevicePosition;
    USHORT              usPowerSaveRecoveryTime;
    LPWFSTTULEDEx      lpLEDEx;
    WORD                wAntiFraudModule;
} WFSSTTUSTATUS, *LPWFSTTUSTATUS;
```

*fwDevice*

Specifies the state of the text terminal unit as one of the following flags:

Value	Meaning
WFS_TTU_DEVONLINE	The device is online (i.e. powered on and operable).
WFS_TTU_DEVOFFLINE	The device is offline (e.g. the operator has taken the device offline by turning a switch).
WFS_TTU_DEVPOWEROFF	The device is powered off or physically not connected.
WFS_TTU_DEVBUSY	The device is busy and unable to process an execute command at this time.
WFS_TTU_DEVNODEVICE	There is no device intended to be there; e.g. this type of self service machine does not contain such a device or it is internally not configured.
WFS_TTU_DEVHWERROR	The device is inoperable due to a hardware error.
WFS_TTU_DEVUSERERROR	The device is inoperable because a person is preventing proper device operation.
WFS_TTU_DEVFRAUDATTEMPT	The device is present but is inoperable because it has detected a fraud attempt.
WFS_TTU_DEVPOTENTIALFRAUD	The device has detected a potential fraud attempt and is capable of remaining in service. In this case the application should make the decision as to whether to take the device offline.

*wKeyboard*

Specifies the state of the keyboard in the text terminal unit as one of the following flags:

Value	Meaning
WFS_TTU_KBDON	The keyboard is activated.
WFS_TTU_KBDOFF	The keyboard is not activated.
WFS_TTU_KBDNA	The keyboard is not available.

*wKeylock*

Specifies the state of the keyboard lock of the text terminal unit as one of the following flags:

Value	Meaning
WFS_TTU_KBDLOCKON	The keyboard lock switch is activated.
WFS_TTU_KBDLOCKOFF	The keyboard lock switch is not activated.
WFS_TTU_KBDLOCKNA	The keyboard lock switch is not available.

*wLEDs*[WFS\_TTU\_LEDS\_MAX]

Specifies the state of the LEDs. The maximum LED index is WFS\_TTU\_LEDS\_MAX -1. The number of available LEDs can be retrieved with the WFS\_INF\_TTU\_CAPABILITIES info command. This field is only provided for backwards compatibility; the *lpLEDEx* parameter should instead be used to retrieve the LED status. All member elements in this array are specified as one of the following flags:

Value	Meaning
WFS_TTU_LEDNA	The status is not available.
WFS_TTU_LEDOFF	The LED is turned off.
WFS_TTU_LEDSLOWFLASH	The LED is blinking slowly.
WFS_TTU_LEDMEDIUMFLASH	The LED is blinking medium frequency.
WFS_TTU_LEDQUICKFLASH	The LED is blinking quickly.
WFS_TTU_LEDCONTINUOUS	The light is turned on continuous (steady).

*wDisplaySizeX*

Specifies the horizontal size of the display of the text terminal unit (the number of columns that can be displayed).

*wDisplaySizeY*

Specifies the vertical size of the display of the text terminal unit (the number of rows that can be displayed).

*lpszExtra*

Pointer to a list of vendor-specific, or any other extended, information. The information is returned as a series of “*key=value*” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*wDevicePosition*

Specifies the device position. The device position value is independent of the *fwDevice* value, e.g. when the device position is reported as WFS\_TTU\_DEVICENOTINPOSITION, *fwDevice* can have any of the values defined above (including WFS\_TTU\_DEVONLINE or WFS\_TTU\_DEVOFFLINE). This value is one of the following values:

Value	Meaning
WFS_TTU_DEVICEINPOSITION	The device is in its normal operating position, or is fixed in place and cannot be moved.
WFS_TTU_DEVICENOTINPOSITION	The device has been removed from its normal operating position.
WFS_TTU_DEVICEPOSUNKNOWN	Due to a hardware error or other condition, the position of the device cannot be determined.
WFS_TTU_DEVICEPOSNOTSUPP	The physical device does not have the capability of detecting the position.

*usPowerSaveRecoveryTime*

Specifies the actual number of seconds required by the device to resume its normal operational state from the current power saving mode. This value is zero if either the power saving mode has not been activated or no power save control is supported.

*lpLEDEx*

Pointer to a WFSTTULEDEX structure that specifies the states of the LEDs. If there is no LED available this will be a NULL pointer.

```
typedef struct _wfs_ttu_led_ex
{
    USHORT                usNumOfLEDs;
    LPDWORD               lpdwLEDs;
} WFSTTULEDEX, *LPWFSTTULEDEX;
```

*usNumOfLEDs*

This value specifies the number of LEDs, i.e. the size of the array returned in *lpdwLEDs*.

*lpdwLEDs*

Pointer to a DWORD array that specifies the state of each LED. Specifies the state of the LED as WFS\_TTU\_LEDNA, WFS\_TTU\_LEDOFF or a combination of the following flags consisting of one type B, and optionally one type C.

Value	Meaning	Type
WFS_TTU_LEDNA	The status is not available.	A
WFS_TTU_LEDOFF	The LED is turned off.	A
WFS_TTU_LEDSLOWFLASH	The LED is blinking slowly.	B
WFS_TTU_LEDMEDIUMFLASH	The LED is blinking medium frequency.	B
WFS_TTU_LEDQUICKFLASH	The LED is blinking quickly.	B
WFS_TTU_LEDCONTINUOUS	The LED is turned on continuous (steady).	B
WFS_TTU_LEDRED	The LED is red.	C
WFS_TTU_LEDGREEN	The LED is green.	C
WFS_TTU_LEDYELLOW	The LED is yellow.	C
WFS_TTU_LEDBLUE	The LED is blue.	C
WFS_TTU_LEDCYAN	The LED is cyan.	C
WFS_TTU_LEDMAGENTA	The LED is magenta.	C
WFS_TTU_LEDWHITE	The LED is white.	C

*wAntiFraudModule*

Specifies the state of the anti-fraud module as one of the following values:

Value	Meaning
WFS_TTU_AFMNOTSUPP	No anti-fraud module is available.
WFS_TTU_AFMOK	Anti-fraud module is in a good state and no foreign device is detected.
WFS_TTU_AFMINOP	Anti-fraud module is inoperable.
WFS_TTU_AFMDEVICEDETECTED	Anti-fraud module detected the presence of a foreign device.
WFS_TTU_AFMUNKNOWN	The state of the anti-fraud module cannot be determined.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** Applications which require or expect specific information to be present in the *lpzExtra* parameter may not be device or vendor-independent.

In the case where communications with the device has been lost, the *fwDevice* field will report WFS\_TTU\_DEVPOWEROFF when the device has been removed or WFS\_TTU\_DEVHWERROR if the communications are unexpectedly lost. All other fields should contain a value based on the following rules and priority:

1. Report the value as unknown.
2. Report the value as a general h/w error.
3. Report the value as the last known value.

## 4.2 WFS\_INF\_TTU\_CAPABILITIES

---

**Description** This command is used to retrieve the capabilities of the text terminal unit.

**Input Param** None.

**Output Param** LPWFSTTUCAPS lpCaps;

```
typedef struct _wfs_ttu_caps
{
    WORD                wClass;
    WORD                fwType;
    LPWFSTTURESOLUTION *lppResolutions;
    WORD                wNumOfLEDs;
    BOOL                bKeyLock;
    BOOL                bDisplayLight;
    BOOL                bCursor;
    BOOL                bForms;
    WORD                fwCharSupport;
    LPSTR               lpszExtra;
    BOOL                bPowerSaveControl;
    LPWFSTTULEDEX       lpLEDEx;
    BOOL                bAntiFraudModule;
    LPDWORD              lpdwSynchronizableCommands;
} WFSSTTUCAPS, *LPWFSTTUCAPS;
```

*wClass*

Specifies the logical service class as WFS\_SERVICE\_CLASS\_TTU.

*fwType*

Specifies the type of the text terminal unit as one of the following flags:

Value	Meaning
WFS_TTU_FIXED	The text terminal unit is a fixed device.
WFS_TTU_REMOVABLE	The text terminal unit is a removable device.

*lppResolutions*

Pointer to a NULL terminated array of pointers WFSSTTURESOLUTION structures. Specifies the resolutions supported by the physical display device. (For a definition of WFSSTTURESOLUTION see command WFS\_CMD\_TTU\_SET\_RESOLUTION). The resolution indicated in the first position is the default resolution and the device will be placed in this resolution when the Service Provider is initialized or reset through the WFS\_CMD\_TTU\_RESET command.

*wNumOfLEDs*

Specifies the number of LEDs available in this text terminal unit. This field is only provided for backwards compatibility; the *lpLEDEx* parameter should instead be used to retrieve the LED capabilities.

*bKeyLock*

Specifies whether the text terminal unit has a key lock switch. The value can be either FALSE (not available) or TRUE (available).

*bDisplayLight*

Specifies whether the text terminal unit has a display light that can be switched ON and OFF with the WFS\_CMD\_TTU\_DISPLIGHT command. The value can be either FALSE (not available) or TRUE (available).

*bCursor*

Specifies whether the text terminal unit display supports a cursor. The value can be either FALSE (not available) or TRUE (available).

*bForms*

Specifies whether the text terminal unit service supports forms oriented input and output. The value can be either FALSE (not available) or TRUE (available).

*fwCharSupport*

One or more flags specifying the Character Sets, in addition to single byte ASCII, supported by the Service Provider:

Value	Meaning
WFS_TTU_ASCII	ASCII is supported for XFS forms.
WFS_TTU_UNICODE	UNICODE is supported for XFS forms.

For *fwCharSupport*, a Service Provider can support ONLY ASCII forms or can support BOTH ASCII and UNICODE forms. A Service Provider can not support UNICODE forms without also supporting ASCII forms.

*lpzExtra*

Pointer to a list of vendor-specific, or any other extended, information. The information is returned as a series of “key=value” strings so that it is easily extensible by Service Providers. Each string is null-terminated, with the final string terminating with two null characters. An empty list may be indicated by either a NULL pointer or a pointer to two consecutive null characters.

*bPowerSaveControl*

Specifies whether power saving control is available. This can either be TRUE if available or FALSE if not available.

*lpLEDEx*

Pointer to a WFSTTULEDEX structure that specifies the capabilities of the LEDs. If there is no LED available this will be a NULL pointer.

```
typedef struct _wfs_ttu_ledex
{
    USHORT                usNumOfLEDs;
    LPDWORD               lpdwLEDs;
} WFSTTULEDEX, *LPWFSTTULEDEX;
```

*usNumOfLEDs*

This value specifies the number of available LEDs, i.e. the size of the array returned in *lpdwLEDs*.

*lpdwLEDs*

Pointer to a DWORD array that specifies which LEDs are available.

The elements of this array are specified as a combination of the following flags and indicate all of the possible flash rates (type B) and colors (type C) that the LED is capable of handling. If the LED only supports one color then no value of type C is returned.

Value	Meaning	Type
WFS_TTU_LED OFF	The LED can be off.	A
WFS_TTU_LEDSLOWFLASH	The LED can blink slowly.	B
WFS_TTU_LED MEDIUMFLASH	The LED can blink medium frequency.	B
WFS_TTU_LEDQUICKFLASH	The LED can blink quickly.	B
WFS_TTU_LED CONTINUOUS	The LED can be continuous (steady).	B
WFS_TTU_LED RED	The LED can be red.	C
WFS_TTU_LED GREEN	The LED can be green.	C
WFS_TTU_LED YELLOW	The LED can be yellow.	C
WFS_TTU_LED BLUE	The LED can be blue.	C
WFS_TTU_LED CYAN	The LED can be cyan.	C
WFS_TTU_LED MAGENTA	The LED can be magenta.	C
WFS_TTU_LED WHITE	The LED can be white.	C

*bAntiFraudModule*

Specifies whether the anti-fraud module is available. This can either be TRUE if available or FALSE if not available.

*lpdwSynchronizableCommands*

Pointer to a zero-terminated list of DWORDs which contains the execute command IDs that can be synchronized. If no execute command can be synchronized then this parameter will be NULL.

**Error Codes**

Only the generic error codes defined in [Ref. 1] can be generated by this command.

# This document is not an official CEN publication

CWA 16926-68:2020 (E)

**Comments** Applications which require or expect specific information to be present in the *lpszExtra* parameter may not be device or vendor-independent.



### 4.3WFS\_INF\_TTU\_FORM\_LIST

---

<b>Description</b>	This command is used to retrieve the list of forms available on the device.
<b>Input Param</b>	None.
<b>Output Param</b>	LPSTR lpszFormList; <i>lpszFormList</i> Pointer to a list of null-terminated form names, with the final name terminating with two null characters.
<b>Error Codes</b>	Only the generic error codes defined in [Ref. 1] can be generated by this command.
<b>Comments</b>	None.

## 4.4 WFS\_INF\_TTU\_QUERY\_FORM

---

**Description** This command is used to retrieve details of the definition of a specified form.

**Input Param** LPSTR lpszFormName;

*lpszFormName*

Points to the null-terminated form name on which to retrieve details.

**Output Param** LPWFSTTUFRMHEADER lpFrmHeader;

```
typedef struct _wfs_ttu_frm_header
{
    LPSTR          lpszFormName;
    WORD          wWidth;
    WORD          wHeight;
    WORD          wVersionMajor;
    WORD          wVersionMinor;
    WORD          fwCharSupport;
    LPSTR          lpszFields;
    WORD          wLanguageID;
} WFSTTUFRMHEADER, *LPWFSTTUFRMHEADER;
```

*lpszFormName*

Specifies the null-terminated name of the form.

*wWidth*

Specifies the width of the form in columns.

*wHeight*

Specifies the height of the form in rows.

*wVersionMajor*

Specifies the major version. If the version is not specified in the form then zero is returned.

*wVersionMinor*

Specifies the minor version. If the version is not specified in the form then zero is returned.

*fwCharSupport*

A single flag indicating whether the form is encoded in ASCII or UNICODE:

Value	Meaning
WFS_TTU_ASCII	XFS form is encoded in ASCII.
WFS_TTU_UNICODE	XFS form is encoded in UNICODE.

*lpszFields*

Pointer to a list of null-terminated field names, with the final name terminating with two null characters.

*wLanguageID*

Specifies the language identifier for the form.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_FORMNOTFOUND	The specified form cannot be found.
WFS_ERR_TTU_FORMINVALID	The specified form is invalid.

**Comments** None.

## 4.5 WFS\_INF\_TTU\_QUERY\_FIELD

---

**Description** This command is used to retrieve details of the definition of a single or all fields on a specified form.

**Input Param** LPWFSTTUQUERYFIELD lpQueryField;

```
typedef struct _wfs_ttu_query_field
{
    LPSTR                lpzFormName;
    LPSTR                lpzFieldName;
} WFSSTTUQUERYFIELD, *LPWFSTTUQUERYFIELD;
```

*lpzFormName*

Pointer to the null-terminated form name.

*lpzFieldName*

Pointer to the null-terminated name of the field about which to retrieve details. If this value is a NULL pointer, then retrieve details for all fields on the form.

**Output Param** LPWFSTTUFRMFIELD \*lppFields;

*lppFields*

Pointer to a NULL terminated array of pointers to field definition structures:

```
typedef struct _wfs_ttu_frm_field
{
    LPSTR                lpzFieldName;
    WORD                fwType;
    WORD                fwClass;
    WORD                fwAccess;
    WORD                fwOverflow;
    LPSTR                lpzFormat;
    WORD                wLanguageID;
} WFSSTTUFRMFIELD, *LPWFSTTUFRMFIELD;
```

*lpzFieldName*

Pointer to the null-terminated field name.

*fwType*

Specifies the type of field and can be one of the following:

Value	Meaning
WFS_TTU_FIELDTEXT	A text field.
WFS_TTU_FIELDINVISIBLE	An invisible text field.
WFS_TTU_FIELDPASSWORD	A password field, input is echoed as '*'.

*fwClass*

Specifies the class of the field and can be one of the following:

Value	Meaning
WFS_TTU_CLASSSTATIC	The field data cannot be set by the application.
WFS_TTU_CLASSOPTIONAL	The field data can be set by the application.
WFS_TTU_CLASSREQUIRED	The field data must be set by the application.

*fwAccess*

Specifies whether the field is to be used for input, output, or both and can be a combination of the following bit-flags:

Value	Meaning
WFS_TTU_ACCESSREAD	The field is used for input from the physical device.
WFS_TTU_ACCESSWRITE	The field is used for output to the physical device.

*fwOverflow*

Specifies how an overflow of field data should be handled and can be one of the following:

Value	Meaning
WFS_TTU_OVFTERMINATE	Return an error and terminate display of the form.
WFS_TTU_OVFTRUNCATE	Truncate the field data to fit in the field.
WFS_TTU_OVFOVERWRITE	Print the field data beyond the extents of the field boundary.

*lpszFormat*

Format string as defined in the form for this field.

*wLanguageID*

Specifies the language identifier for the field.

**Error Codes**

In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_FORMNOTFOUND	The specified form cannot be found.
WFS_ERR_TTU_FORMINVALID	The specified form is invalid.
WFS_ERR_TTU_FIELDNOTFOUND	The specified field cannot be found.
WFS_ERR_TTU_FIELDINVALID	The specified field is invalid.

**Comments**

None.

## 4.6 WFS\_INF\_TTU\_KEY\_DETAIL

---

**Description** This command returns information about the Keys (buttons) supported by the device. This command should be issued to determine which Keys are available.

**Input Param** None.

**Output Param** LPWFSTTUKEYDETAIL lpKeyDetail;

```
typedef struct _wfs_ttu_key_detail
{
    LPSTR                lpszKeys;
    LPWSTR              lpwUnicodeKeys;
    LPWORD              lpwCommandKeys;
} WFSSTTUKEYDETAIL, *LPWFSTTUKEYDETAIL;
```

### *lpszKeys*

String which holds the printable characters (numeric and alphanumeric keys) on the Text Terminal Unit, e.g. "0123456789ABCabcaβχ" if those text terminal input keys are present. This string is a NULL pointer if no keys of this type are present on the device.

### *lpwUnicodeKeys*

String which holds the numeric and alphanumeric keys on the Text Terminal Unit like *lpszKeys* but in UNICODE format. This string is a NULL pointer if capability *fwCharSupport* equals WFS\_TTU\_ASCII or if no keys of this type are present on the device.

### *lpwCommandKeys*

Array of command keys on the Text Terminal Unit. The array is terminated with a zero value. This array is a NULL pointer if no keys of this type are present on the device.

```
WFS_TTU_CK_ENTER
WFS_TTU_CK_CANCEL
WFS_TTU_CK_CLEAR
WFS_TTU_CK_BACKSPACE
WFS_TTU_CK_HELP
WFS_TTU_CK_00
WFS_TTU_CK_000
WFS_TTU_CK_ARROWUP
WFS_TTU_CK_ARROWDOWN
WFS_TTU_CK_ARROWLEFT
WFS_TTU_CK_ARROWRIGHT
```

The following values may be used as vendor dependent keys.

```
WFS_TTU_CK_OEM1
WFS_TTU_CK_OEM2
WFS_TTU_CK_OEM3
WFS_TTU_CK_OEM4
WFS_TTU_CK_OEM5
WFS_TTU_CK_OEM6
WFS_TTU_CK_OEM7
WFS_TTU_CK_OEM8
WFS_TTU_CK_OEM9
WFS_TTU_CK_OEM10
WFS_TTU_CK_OEM11
```

WFS\_TTU\_CK\_OEM12

The following keys are used for Function Descriptor Keys.

WFS\_TTU\_CK\_FDK01

WFS\_TTU\_CK\_FDK02

WFS\_TTU\_CK\_FDK03

WFS\_TTU\_CK\_FDK04

WFS\_TTU\_CK\_FDK05

WFS\_TTU\_CK\_FDK06

WFS\_TTU\_CK\_FDK07

WFS\_TTU\_CK\_FDK08

WFS\_TTU\_CK\_FDK09

WFS\_TTU\_CK\_FDK10

WFS\_TTU\_CK\_FDK11

WFS\_TTU\_CK\_FDK12

WFS\_TTU\_CK\_FDK13

WFS\_TTU\_CK\_FDK14

WFS\_TTU\_CK\_FDK15

WFS\_TTU\_CK\_FDK16

WFS\_TTU\_CK\_FDK17

WFS\_TTU\_CK\_FDK18

WFS\_TTU\_CK\_FDK19

WFS\_TTU\_CK\_FDK20

WFS\_TTU\_CK\_FDK21

WFS\_TTU\_CK\_FDK22

WFS\_TTU\_CK\_FDK23

WFS\_TTU\_CK\_FDK24

WFS\_TTU\_CK\_FDK25

WFS\_TTU\_CK\_FDK26

WFS\_TTU\_CK\_FDK27

WFS\_TTU\_CK\_FDK28

WFS\_TTU\_CK\_FDK29

WFS\_TTU\_CK\_FDK30

WFS\_TTU\_CK\_FDK31

WFS\_TTU\_CK\_FDK32

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5. Execute Commands

---

### 5.1 WFS\_CMD\_TTU\_BEEP

---

**Description** This command is used to beep at the text terminal unit.

**Input Param** LPWORD lpwBeep;

*lpwBeep*

Specifies whether the beeper should be turned on or off. Specified as one or more of the following flags of type A, or B, or as WFS\_TTU\_BEEPCONTINUOUS in combination with one of the flags of type B:

Value	Meaning	Type
WFS_TTU_BEEPOFF	The beeper is turned off.	A
WFS_TTU_BEEPKEYPRESS	The beeper sounds a key click signal.	B
WFS_TTU_BEEPEXCLAMATION	The beeper sounds an exclamation signal.	B
WFS_TTU_BEEPWARNING	The beeper sounds a warning signal.	B
WFS_TTU_BEEPERROR	The beeper sounds an error signal.	B
WFS_TTU_BEEPCRITICAL	The beeper sounds a critical error signal.	B
WFS_TTU_BEEPCONTINUOUS	The beeper sound is turned on continuously.	C

**Output Param** None.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.2 WFS\_CMD\_TTU\_CLEARSCREEN

---

**Description** This command clears the specified area of the text terminal unit screen. The cursor is positioned to the upper left corner of the cleared area.

**Input Param** LPWFSTTUCLEARSCREEN lpClearScreen;

```
struct _wfs_ttu_clear_screen
{
    WORD                wPositionX;
    WORD                wPositionY;
    WORD                wWidth;
    WORD                wHeight;
} WFSTTUCLEARSCREEN, *LPWFSTTUCLEARSCREEN;
```

*wPositionX*

Specifies the horizontal position of the area to be cleared.

*wPositionY*

Specifies the vertical position of the area to be cleared.

*wWidth*

Specifies the width of the area to be cleared. This value must be positive.

*wHeight*

Specifies the height of the area to be cleared. This value must be positive.

**Output Param** None.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** If the input parameter is a NULL pointer, the whole screen will be cleared.



### 5.3 WFS\_CMD\_TTU\_DISPLIGHT

---

**Description** This command is used to switch the lighting of the text terminal unit on or off.

**Input Param** LPWFSTTUDISPLIGHT lpDispLight;

```
typedef struct _wfs_ttu_disp_light
{
    BOOL bMode;
} WFSSTTUDISPLIGHT, *LPWFSTTUDISPLIGHT;
```

*bMode*

Specifies whether the lighting of the text terminal unit is switched on (TRUE) or off (FALSE).

**Output Param** None.

**Error Codes** Only the generic error codes defined in [Ref. 1] can be generated by this command.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.4 WFS\_CMD\_TTU\_SET\_LED

---

**Description** This command is used to set the status of the LEDs.

**Input Param** LPWFSTTUSETLEDS lpSetLEDs;

```
typedef struct _wfs_ttu_set_leds
{
    WORD wLED;
    WORD fwCommand;
} WFS_TTU_SETLEDS, *LPWFSTTUSETLEDS;
```

*wLED*

Specifies the index of the LED to set.

*fwCommand*

Specifies the state of the LED, as one of the following flags:

Value	Meaning
WFS_TTU_LEDOFF	The LED is turned off.
WFS_TTU_LEDSLOWFLASH	The LED is set to flash slowly.
WFS_TTU_LEDMEDIUMFLASH	The LED is blinking medium frequency.
WFS_TTU_LEDQUICKFLASH	The LED is set to flash quickly.
WFS_TTU_LEDCONTINUOUS	The LED is turned on continuously (steady).

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_INVALIDLED	An attempt to set a LED to a new value was invalid because the LED does not exist.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.5 WFS\_CMD\_TTU\_SET\_RESOLUTION

---

**Description** This command is used to set the resolution of the display. The screen is cleared and the cursor is positioned at the upper left position.

**Input Param** LPWFSTTURESOLUTION lpResolution;

```
typedef struct _wfs_ttu_resolution
{
    WORD                wSizeX;
    WORD                wSizeY;
} WFSTTURESOLUTION, *LPWFSTTURESOLUTION;
```

*wSizeX*

Specifies the horizontal size of the display of the text terminal unit (the number of columns that can be displayed).

*wSizeY*

Specifies the vertical size of the display of the text terminal unit (the number of rows that can be displayed).

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_RESNOTSUPP	The specified resolution is not supported by the display.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.

## 5.6 WFS\_CMD\_TTU\_WRITE\_FORM

---

**Description** This command is used to display a form by merging the supplied variable field data with the defined form and field data specified in the form.

**Input Param** LPWFSTTUWRITEFORM lpWriteform;

```
typedef struct _wfs_ttu_write_form
{
    LPSTR          lpzFormName;
    BOOL          bClearScreen;
    LPSTR          lpzFields;
    LPWSTR         lpzUNICODEFields;
} WFSSTTUWRITEFORM, *LPWFSTTUWRITEFORM;
```

*lpzFormName*

Pointer to the null-terminated form name.

*bClearScreen*

Specifies whether the screen is cleared before displaying the form (TRUE) or not (FALSE).

*lpzFields*

Pointer to a series of "<FieldName>=<FieldValue>" strings, where each string is null-terminated with the entire field string terminating with two null characters, e.g. Field1=123/0Field2=456/0/0. The <FieldValue> stands for a string containing all the printable characters (numeric and alphanumeric) to display on the text terminal unit key pad for this field.

*lpzUNICODEFields*

Pointer to a series of "<FieldName>=<FieldValue>" UNICODE strings, where each string is null-terminated with the entire field string terminating with two null characters, e.g.

Field1=123/0Field2=456/0/0 (UNICODE). The <FieldValue> stands for a UNICODE string containing all the printable characters (numeric and alphanumeric) to display on the text terminal unit key pad for this field.

Note: The *lpzUNICODEFields* field should only be used if the form is encoded in UNICODE representation. This can be determined with the WFS\_INF\_TTU\_QUERY\_FORM command. The use of *lpzFields* and *lpzUNICODEFields* fields is mutually exclusive.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_FORMNOTFOUND	The specified form definition cannot be found.
WFS_ERR_TTU_FORMINVALID	The specified form definition is invalid.
WFS_ERR_TTU_MEDIAOVERFLOW	The form overflowed the media.
WFS_ERR_TTU_FIELDSPECFAILURE	The syntax of the <i>lpzFields</i> member is invalid.
WFS_ERR_TTU_CHARSETDATA	Character set(s) supported by Service Provider is inconsistent with use of <i>lpzFields</i> or <i>lpzUNICODEFields</i> fields.
WFS_ERR_TTU_FIELDERROR	An error occurred while processing a field, causing termination of the display request.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_EXEE_TTU_FIELDERROR	A fatal error occurred while processing a field.
WFS_EXEE_TTU_FIELDWARNING	A non-fatal error occurred while processing a field.

**Comments** None.

## 5.7 WFS\_CMD\_TTU\_READ\_FORM

**Description** This command is used to read data from input fields on the specified form.

**Input Param** LPWFSTTUREADFORM lpReadForm;

```
typedef struct _wfs_ttu_read_form
{
    LPSTR          lpzFormName;
    LPSTR          lpzFieldNames;
} WFSTTUREADFORM, *LPWFSTTUREADFORM;
```

*lpzFormName*

Pointer to the null-terminated name of the form.

*lpzFieldNames*

Pointer to a list of null-terminated field names from which to read input data, with the final name terminating with two null characters. The fields are edited by the user in the order that the fields are specified within this parameter. If *lpzFieldNames* value is a NULL pointer, then data is read from all input fields on the form in the order they appear in the form file (independent of the field screen position).

**Output Param** LPWFSTTUREADFORMOUT lpReadFormOut;

```
typedef struct _wfs_ttu_read_form_out
{
    LPSTR          lpzFields;
    LPWSTR         lpzUNICODEFields;
} WFSTTUREADFORMOUT, *LPWFSTTUREADFORMOUT;
```

*lpzFields*

Pointer to a series of "<FieldName>=<FieldValue>" strings, where each string is null-terminated with the final string terminating with two null characters, e.g. Field1=123/0Field2=456/0/0. The <FieldValue> stands for a string containing all the printable characters (numeric and alphanumeric) read from the text terminal unit key pad for this field. This parameter is a NULL pointer if form is encoded in UNICODE.

*lpzUNICODEFields*

Pointer to a series of "<FieldName>=<FieldValue>" UNICODE strings, where each string is null-terminated with the entire field string terminating with two null characters, e.g. Field1=123/0Field2=456/0/0 (UNICODE). The <FieldValue> stands for a UNICODE string containing all the printable characters (numeric and alphanumeric) read from the text terminal unit key pad for this field. This parameter is a NULL pointer if the form is encoded in ASCII.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_FORMNOTFOUND	The specified form cannot be found.
WFS_ERR_TTU_FORMINVALID	The specified form definition is invalid.
WFS_ERR_TTU_FIELDSPECFAILURE	The syntax of the <i>lpzFieldNames</i> member is invalid.
WFS_ERR_TTU_KEYCANCELED	The read operation was terminated by pressing the <CANCEL> key.
WFS_ERR_TTU_FIELDERROR	An error occurred while processing a field, causing termination of the read request.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_EXEE_TTU_FIELDERROR	A fatal error occurred while processing a field.
WFS_EXEE_TTU_FIELDWARNING	A non-fatal error occurred while processing a field.

**Comments** The WFS\_TTU\_CK\_ENTER key only acts as terminate key when it is pressed in the last read field. When the WFS\_TTU\_CK\_ENTER key is pressed in an intermediate field, the cursor moves

to the next field and the data entry finishes for the current field. Any other key that terminates input (except cancel), will cause all the fields to be returned in their present state. If cancel terminates input then the command will return the WFS\_ERR\_TTU\_KEYCANCELED error.

The following keys will not be returned in the output parameter *lpzFields* or *lpzUNICODEFields*, but they may affect the field content (note in the following the term *field content* is used to refer to the data buffer and the display field):

Value	Meaning
WFS_TTU_CK_CLEAR	Will clear the field content.
WFS_TTU_CK_BACKSPACE	Will cause the character before the Current Edit Position to be removed from the field content. If WFS_TTU_CK_BACKSPACE is the first key pressed after a field is activated (for any reason other than when the WFS_TTU_CK_BACKSPACE key causes the field to be activated), then the last character in the field content is deleted. If WFS_TTU_CK_BACKSPACE is pressed when the Current Edit Position is at the start of a field, then the previous field is activated. If WFS_TTU_CK_BACKSPACE is the first key pressed after the field is activated as a result of an earlier WFS_TTU_CK_BACKSPACE then no characters are deleted from the field content and the previous field will be activated. It is not possible to navigate backwards past the first field; in this case WFS_TTU_CK_BACKSPACE will have no effect.
WFS_TTU_CK_00	Will add a double zero '00' string to the field content. If there is not enough space for all the digits to be added to the field content when the field's OVERFLOW definition is TERMINATE or TRUNCATE then the excess '0's will be ignored. If the field's OVERFLOW definition is OVERWRITE then all the '0's are added to the field content.
WFS_TTU_CK_000	Will add a triple zero '000' string to the field content. If there is not enough space for all the digits to be added to the field content when the field's OVERFLOW definition is TERMINATE or TRUNCATE then the excess '0's will be ignored. If the field's OVERFLOW definition is OVERWRITE then all the '0's are added to the field content.

## 5.8 WFS\_CMD\_TTU\_WRITE

**Description** This command displays the specified text on the display of the text terminal unit. The specified text may include the control characters CR (Carriage Return) and LF (Line Feed). The control characters can be included in the text as CR, or LF, or CR LF, or LF CR and all combinations will perform the function of relocating the cursor position to the left hand side of the display on the next line down. If the text will overwrite the display area then the display will scroll.

**Input Param** LPWFSTTUWRITE lpWrite;

```
typedef struct _wfs_ttu_write
{
    WORD                fwMode;
    SHORT               wPosX;
    SHORT               wPosY;
    WORD                fwTextAttr;
    LPSTR               lpsText;
    LPWSTR              lpsUNICODEText;
} WFSSTTUWRITE, *LPWFSTTUWRITE;
```

*fwMode*

Specifies whether the position of the output is absolute or relative to the current cursor position. Possible values are:

Value	Meaning
WFS_TTU_POSRELATIVE	The output is positioned relative to the current cursor position.
WFS_TTU_POSABSOLUTE	The output is positioned absolute at the position specified in <i>wPosX</i> and <i>wPosY</i> .

*wPosX*

If *fwMode* is set to WFS\_TTU\_POSABSOLUTE, this specifies the absolute horizontal position. If *fwMode* is set to WFS\_TTU\_POSRELATIVE this specifies a horizontal offset relative to the current cursor position as a zero (0) based value.

*wPosY*

If *fwMode* is set to WFS\_TTU\_POSABSOLUTE, this specifies the absolute vertical position. If *fwMode* is set to WFS\_TTU\_POSRELATIVE this specifies a vertical offset relative to the current cursor position as a zero (0) based value.

*fwTextAttr*

Specifies the text attributes used for displaying the text as a combination of the following flags. If none of the following attribute flags are selected then the text will be displayed as TEXTNORMAL.

Value	Meaning
WFS_TTU_TEXTUNDERLINE	The displayed text will be underlined.
WFS_TTU_TEXTINVERTED	The displayed text will be inverted.
WFS_TTU_TEXTFLASH	The displayed text will be flashing.

*lpsText*

Specifies the text that will be displayed.

*lpsUNICODEText*

Specifies the UNICODE text that will be displayed.

Note: *lpsText* and *lpsUNICODEText* are mutually exclusive.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_CHARSETDATA	Character set(s) supported by Service Provider is inconsistent with use of <i>lpsText</i> or <i>lpsUNICODEText</i> fields.

# This document is not an official CEN publication

**CWA 16926-68:2020 (E)**

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.



## 5.9 WFS\_CMD\_TTU\_READ

**Description** This command activates the keyboard of the text terminal unit for input of the specified number of characters. Depending on the specified flush mode the input buffer is cleared. During this command, pressing an active key results in a WFS\_EXEE\_TTU\_KEY event containing the key details. On completion of the command (when the maximum number of keys have been pressed or a terminator key is pressed), the entered string, as interpreted by the Service Provider, is returned. The Service Provider takes command keys into account when interpreting the data.

**Input Param** LPWFSTTUEAD lpRead;

```
typedef struct _wfs_ttu_read
{
    WORD                wNumOfChars;
    WORD                fwMode;
    SHORT               wPosX;
    SHORT               wPosY;
    WORD                fwEchoMode;
    WORD                fwEchoAttr;
    BOOL                bCursor;
    BOOL                bFlush;
    BOOL                bAutoEnd;
    LPSTR               lpszActiveKeys;
    LPWSTR              lpwActiveUNICODEKeys;
    LPWORD              lpwActiveCommandKeys;
    LPWORD              lpwTerminateCommandKeys;
} WFSSTTUEAD, *LPWFSTTUEAD;
```

*wNumOfChars*

Specifies the number of printable characters (numeric and alphanumeric keys) that will be read from the text terminal unit key pad. All command keys like WFS\_TTU\_CK\_ENTER, WFS\_TTU\_CK\_FDK01 will not be counted.

*fwMode*

Specifies where the cursor is positioned for the read operation. Possible values are:

Value	Meaning
WFS_TTU_POSRELATIVE	The cursor is positioned relative to the current cursor position.
WFS_TTU_POSABSOLUTE	The cursor is positioned absolute at the position specified in <i>wPosX</i> and <i>wPosY</i> .

*wPosX*

If *fwMode* is set to WFS\_TTU\_POSABSOLUTE, this specifies the absolute horizontal position. If *fwMode* is set to WFS\_TTU\_POSRELATIVE this specifies a horizontal offset relative to the current cursor position as a zero (0) based value.

*wPosY*

If *fwMode* is set to WFS\_TTU\_POSABSOLUTE, this specifies the absolute vertical position. If *fwMode* is set to WFS\_TTU\_POSRELATIVE this specifies a vertical offset relative to the current cursor position as a zero (0) based value.

*fwEchoMode*

Specifies how the user input is echoed to the screen as one of the following flags:

Value	Meaning
WFS_TTU_ECHOTEXT	The user input is echoed to the screen.
WFS_TTU_ECHOINVISIBLE	The user input is not echoed to the screen.
WFS_TTU_ECHOPASSWORD	The keys entered by the user are echoed as the replace character on the screen.

*fwEchoAttr*

Specifies the text attributes with which the user input is echoed to the screen as a combination of the following flags. If none of the following attribute flags are selected then the text will be displayed as TEXTNORMAL.

Value	Meaning
WFS_TTU_TEXTUNDERLINE	The displayed text will be underlined.

WFS\_TTU\_TEXTINVERTED  
WFS\_TTU\_TEXTFLASH

The displayed text will be inverted.  
The displayed text will be flashing.

### *bCursor*

Specifies whether the cursor is visible (TRUE) or invisible (FALSE).

### *bFlush*

Specifies whether the keyboard input buffer is cleared before allowing for user input (TRUE) or not (FALSE).

### *bAutoEnd*

Specifies whether the command input is automatically ended by the Service Provider if the maximum number of printable characters as specified with *wNumOfChars* is entered.

### *lpzActiveKeys*

String which specifies the numeric and alphanumeric keys on the Text Terminal Unit, e.g. "12ABab", to be active during the execution of the command. Devices having a shift key interpret this parameter differently from those that do not have a shift key. For devices having a shift key, specifying only the upper case of a particular letter enables both upper and lower case of that key, but the device converts lower case letters to upper case in the output parameter. To enable both upper and lower case keys, and have both upper and lower case letters returned, specify both the upper and lower case of the letter (e.g. "12AaBb"). For devices not having a shift key, specifying either the upper case only (e.g. "12AB"), or specifying both the upper and lower case of a particular letter (e.g. "12AaBb"), enables that key and causes the device to return the upper case of the letter in the output parameter. For both types of device, specifying only lower case letters (e.g. "12ab") produces a key invalid error. This parameter is a NULL pointer if no keys of this type are active keys. *lpzActiveKeys* and *lpwszActiveUNICODEKeys* are mutually exclusive, so *lpzActiveKeys* must be a NULL pointer if *lpwszActiveUNICODEKeys* is not a NULL pointer.

### *lpwszActiveUNICODEKeys*

String which specifies the numeric and alphanumeric keys on the Text Terminal Unit, e.g. "12ABab" (UNICODE), to be active during the execution of the command. Devices having a shift key interpret this parameter differently from those that do not have a shift key. For devices having a shift key, specifying only the upper case of a particular letter enables both upper and lower case of that key, but the device converts lower case letters to upper case in the output parameter. To enable both upper and lower case keys, and have both upper and lower case letters returned, specify both the upper and lower case of the letter (e.g. "12AaBb"). For devices not having a shift key, specifying either the upper case only (e.g. "12AB"), or specifying both the upper and lower case of a particular letter (e.g. "12AaBb"), enables that key and causes the device to return the upper case of the letter in the output parameter. For both types of device, specifying only lower case letters (e.g. "12ab") produces a key invalid error. This parameter is a NULL pointer if capability *fwCharSupport* equals *WFS\_TTU\_ASCII* or if no keys of this type are active keys. *lpzActiveKeys* and *lpwszActiveUNICODEKeys* are mutually exclusive, so *lpwszActiveUNICODEKeys* must be a NULL pointer if *lpzActiveKeys* is not a NULL pointer.

### *lpwActiveCommandKeys*

Array specifying the command keys which are active during the execution of the command. The array is terminated with a zero value and this array is a NULL pointer if no keys of this type are active keys.

### *lpwTerminateCommandKeys*

Array specifying the command keys which must terminate the execution of the command. The array is terminated with a zero value and this array is a NULL pointer if no keys of this type are terminate keys.

## **Output Param** LPWFSTTUEADIN lpReadIn;

```
typedef struct _wfs_ttu_read_in
{
    LPSTR          lpzInput;
    LPWSTR         lpzUNICODEInput;
} WFSSTTUEADIN, *LPWFSTTUEADIN;
```

### *lpzInput*

Specifies a zero terminated string containing all the printable characters (numeric and alphanumeric) read from the text terminal unit key pad.

*lpzUNICODEInput*

Specifies a zero terminated string containing all the printable characters (numeric and alphanumeric) read from the text terminal unit key pad.

Note 1: *lpzInput* and *lpzUNICODEInput* are mutually exclusive, so if *lpzInput* is not a NULL pointer then *lpzUNICODEInput* must be a NULL pointer, and vice versa.

Note 2: The following keys will not be returned in the output parameter *lpzInput* or *lpzUNICODEInput*, but they may affect the buffer if active:

Value	Meaning
WFS_TTU_CK_CLEAR	Will clear the buffer. The number of printable characters pressed will be set to zero.
WFS_TTU_CK_BACKSPACE	Will cause the last printable character in the buffer to be removed. The number of printable characters pressed will be reduced by one, unless the number of printable characters pressed was zero.
WFS_TTU_CK_00	Will add a double zero '00' string to the buffer. If the WFS_TTU_CK_00 key is pressed, and there is not enough space for all the digits to be added to the buffer, then the key press will be ignored, no digits will be added to the buffer and no WFS_EXEE_TTU_KEY event will be generated.
WFS_TTU_CK_000	Will add a triple zero '000' string to the buffer. If the WFS_TTU_CK_000 key is pressed, and there is not enough space for all the digits to be added to the buffer, then the key press will be ignored, no digits will be added to the buffer and no WFS_EXEE_TTU_KEY event will be generated.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_KEYINVALID	At least one of the specified keys is invalid.
WFS_ERR_TTU_KEYNOTSUPPORTED	At least one of the specified keys is not supported by the Service Provider.
WFS_ERR_TTU_NOACTIVEKEYS	There are no active keys specified.

**Events** In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:

Value	Meaning
WFS_EXEE_TTU_KEY	An active key on the Text Terminal Unit has been pressed. Note: A command key press will not result in a character being displayed.

**Comments** None.

## 5.10 WFS\_CMD\_TTU\_RESET

---

<b>Description</b>	Sends a service reset to the Service Provider. This command clears the screen, clears the keyboard buffer, sets the default resolution and sets the cursor position to the upper left.
<b>Input Param</b>	None.
<b>Output Param</b>	None.
<b>Error Codes</b>	Only the generic error codes defined in [Ref. 1] can be generated by this command.
<b>Events</b>	Only the generic events defined in [Ref. 1] can be generated by this command.
<b>Comments</b>	This command is used by an application control program to cause a device to reset itself to a known good condition.

## 5.11 WFS\_CMD\_TTU\_DEFINE\_KEYS

**Description** This command defines the keys that will be active during the next WFS\_CMD\_TTU\_READ\_FORM command. The configured set will be active until the next WFS\_CMD\_TTU\_READ\_FORM command ends, at which point the default values are restored.

**Input Param** LPWFSTTUDEFKEYS lpDefKeys;

```
typedef struct _wfs_ttu_def_keys
{
    LPSTR                lpszActiveKeys;
    LPWSTR               lpwszActiveUNICODEKeys;
    LPWORD               lpwActiveCommandKeys;
    LPWORD               lpwTerminateCommandKeys;
} WFSSTTUDEFKEYS, *LPWFSTTUDEFKEYS;
```

### *lpszActiveKeys*

String which specifies the alphanumeric keys on the Text Terminal Unit, e.g. "12ABab", to be active during the execution of the next WFS\_CMD\_TTU\_READ\_FORM command. Devices having a shift key interpret this parameter differently from those that do not have a shift key. For devices having a shift key, specifying only the upper case of a particular letter enables both upper and lower case of that key, but the device converts lower case letters to upper case in the output parameter. To enable both upper and lower case keys, and have both upper and lower case letters returned, specify both the upper and lower case of the letter (e.g. "12AaBb"). For devices not having a shift key, specifying either the upper case only (e.g. "12AB"), or specifying both the upper and lower case of a particular letter (e.g. "12AaBb"), enables that key and causes the device to return the upper case of the letter in the output parameter. For both types of device, specifying only lower case letters (e.g. "12ab") produces a key invalid error. This parameter is a NULL pointer if no keys of this type are active keys. *lpszActiveKeys* and *lpwszActiveUNICODEKeys* are mutually exclusive, so *lpszActiveKeys* must be a NULL pointer if *lpwszActiveUNICODEKeys* is not a NULL pointer.

### *lpwszActiveUNICODEKeys*

String which specifies the alphanumeric keys on the Text Terminal Unit, e.g. "12ABab" (UNICODE), to be active during the execution of the next WFS\_CMD\_TTU\_READ\_FORM command. Devices having a shift key interpret this parameter differently from those that do not have a shift key. For devices having a shift key, specifying only the upper case of a particular letter enables both upper and lower case of that key, but the device converts lower case letters to upper case in the output parameter. To enable both upper and lower case keys, and have both upper and lower case letters returned, specify both the upper and lower case of the letter (e.g. "12AaBb"). For devices not having a shift key, specifying either the upper case only (e.g. "12AB"), or specifying both the upper and lower case of a particular letter (e.g. "12AaBb"), enables that key and causes the device to return the upper case of the letter in the output parameter. For both types of device, specifying only lower case letters (e.g. "12ab") produces a key invalid error. *lpszActiveKeys* and *lpwszActiveUNICODEKeys* are mutually exclusive, so *lpwszUNICODEActiveKeys* must be a NULL pointer if *lpszActiveKeys* is not a NULL pointer.

### *lpwActiveCommandKeys*

Array specifying the command keys which are active during the execution of the next WFS\_CMD\_TTU\_READ\_FORM command. The array is terminated with a zero value and this array is a NULL pointer if no keys of this type are active keys.

### *lpwTerminateCommandKeys*

Array specifying the command keys which must terminate the execution of the next WFS\_CMD\_TTU\_READ\_FORM command. The array is terminated with a zero value and this array is a NULL pointer if no keys of this type are terminate keys.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_KEYINVALID	At least one of the specified keys is invalid.

# This document is not an official CEN publication

CWA 16926-68:2020 (E)

	WFS_ERR_TTU_KEYNOTSUPPORTED	At least one of the specified keys is not supported by the Service Provider.
	WFS_ERR_TTU_NOACTIVEKEYS	There are no active keys specified.
<b>Events</b>	Only the generic error codes defined in [Ref. 1] can be generated by this command.	
<b>Comments</b>	None.	

## 5.12 WFS\_CMD\_TTU\_POWER\_SAVE\_CONTROL

---

<b>Description</b>	<p>This command activates or deactivates the power-saving mode.</p> <p>If the Service Provider receives another execute command while in power saving mode, the Service Provider automatically exits the power saving mode, and executes the requested command. If the Service Provider receives an information command while in power saving mode, the Service Provider will not exit the power saving mode.</p>				
<b>Input Param</b>	<p>LPWFSTTUPOWERSAVECONTROL lpPowerSaveControl;</p> <pre>typedef struct _wfs_ttu_power_save_control {     USHORT                usMaxPowerSaveRecoveryTime; } WFSSTTUPOWERSAVECONTROL, *LPWFSTTUPOWERSAVECONTROL;</pre> <p><i>usMaxPowerSaveRecoveryTime</i></p> <p>Specifies the maximum number of seconds in which the device must be able to return to its normal operating state when exiting power save mode. The device will be set to the highest possible power save mode within this constraint. If <i>usMaxPowerSaveRecoveryTime</i> is set to zero then the device will exit the power saving mode.</p>				
<b>Output Param</b>	None.				
<b>Error Codes</b>	<p>In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:</p> <table border="0" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Value</th> <th style="text-align: left; border-bottom: 1px solid black;">Meaning</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">WFS_ERR_TTU_POWERSAVETOOSHORT</td> <td style="border-bottom: 1px solid black;">The power saving mode has not been activated because the device is not able to resume from the power saving mode within the specified <i>usMaxPowerSaveRecoveryTime</i> value.</td> </tr> </tbody> </table>	Value	Meaning	WFS_ERR_TTU_POWERSAVETOOSHORT	The power saving mode has not been activated because the device is not able to resume from the power saving mode within the specified <i>usMaxPowerSaveRecoveryTime</i> value.
Value	Meaning				
WFS_ERR_TTU_POWERSAVETOOSHORT	The power saving mode has not been activated because the device is not able to resume from the power saving mode within the specified <i>usMaxPowerSaveRecoveryTime</i> value.				
<b>Events</b>	<p>In addition to the generic events defined in [Ref. 1], the following events can be generated by this command:</p> <table border="0" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; border-bottom: 1px solid black;">Value</th> <th style="text-align: left; border-bottom: 1px solid black;">Meaning</th> </tr> </thead> <tbody> <tr> <td style="border-bottom: 1px solid black;">WFS_SRVE_TTU_POWER_SAVE_CHANGE</td> <td style="border-bottom: 1px solid black;">The power save recovery time has changed.</td> </tr> </tbody> </table>	Value	Meaning	WFS_SRVE_TTU_POWER_SAVE_CHANGE	The power save recovery time has changed.
Value	Meaning				
WFS_SRVE_TTU_POWER_SAVE_CHANGE	The power save recovery time has changed.				
<b>Comments</b>	None.				

### 5.13 WFS\_CMD\_TTU\_SET\_LED\_EX

---

**Description** This command is used to set the status of the LEDs.  
For backwards compatibility the WFS\_CMD\_TTU\_SET\_LED command is provided.

**Input Param** LPWFSTTUSETLEDSEX lpSetLEDs;

```
typedef struct _wfs_ttu_set_leds_ex
{
    USHORT          usLED;
    DWORD          dwCommand;
} WFSSTTUSETLEDSEX, *LPWFSTTUSETLEDSEX;
```

*usLED*

Specifies the index (zero to *usNumOfLEDs*-1 as reported in WFS\_INF\_TTU\_CAPABILITIES) of the LED to set as one of the values defined within the capabilities section.

*dwCommand*

Specifies the state of the LED as WFS\_TTU\_LED OFF or a combination of the following flags consisting of one type B, and optionally one type C. If no value of type C is specified then the default color is used. The Service Provider determines which color is used as the default color.

Value	Meaning	Type
WFS_TTU_LED OFF	The LED is turned off.	A
WFS_TTU_LEDSLOWFLASH	The LED is set to flash slowly.	B
WFS_TTU_LED MEDIUMFLASH	The LED is set to flash medium frequency.	B
WFS_TTU_LED QUICKFLASH	The LED is set to flash quickly.	B
WFS_TTU_LED CONTINUOUS	The LED is turned on continuously (steady).	B
WFS_TTU_LED RED	The LED color is set to red.	C
WFS_TTU_LED GREEN	The LED color is set to green.	C
WFS_TTU_LED YELLOW	The LED color is set to yellow.	C
WFS_TTU_LED BLUE	The LED color is set to blue.	C
WFS_TTU_LED CYAN	The LED color is set to cyan.	C
WFS_TTU_LED MAGENTA	The LED color is set to magenta.	C
WFS_TTU_LED WHITE	The LED color is set to white.	C

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_INVALIDLED	An attempt to set an LED to a new value was invalid because the LED does not exist.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** None.



## 5.14 WFS\_CMD\_TTU\_SYNCHRONIZE\_COMMAND

---

**Description** This command is used to reduce response time of a command (e.g. for synchronization with display) as well as to synchronize actions of the different device classes. This command is intended to be used only on hardware which is capable of synchronizing functionality within a single device class or with other device classes.

The list of execute commands which this command supports for synchronization is retrieved in the *lpdwSynchronizableCommands* parameter of the WFS\_INF\_TTU\_CAPABILITIES.

This command is optional, i.e. any other command can be called without having to call it in advance. Any preparation that occurs by calling this command will not affect any other subsequent command. However, any subsequent execute command other than the one that was specified in the *dwCommand* input parameter will execute normally and may invalidate the pending synchronization. In this case the application should call the WFS\_CMD\_TTU\_SYNCHRONIZE\_COMMAND again in order to start a synchronization.

**Input Param** LPWFSTTUSYNCHRONIZECOMMAND lpSynchronizeCommand;

```
typedef struct _wfs_ttu_synchronize_command
{
    DWORD dwCommand;
    LPVOID lpCmdData;
} WFS_TTUSYNCHRONIZECOMMAND, *LPWFSTTUSYNCHRONIZECOMMAND;
```

*dwCommand*

The command ID of the command to be synchronized and executed next.

*lpCmdData*

Pointer to data or a data structure that represents the parameter that is normally associated with the command that is specified in *dwCommand*. For example, if *dwCommand* is WFS\_CMD\_TTU\_READ then *lpCmdData* will point to a WFSTTUREAD structure. This parameter can be NULL if no command input parameter is needed or if this detail is not needed to synchronize for the command.

It will be device-dependent whether the synchronization is effective or not in the case where the application synchronizes for a command with this command specifying a parameter but subsequently executes the synchronized command with a different parameter. This case should not result in an error; however, the preparation effect could be different from what the application expects. The application should, therefore, make sure to use the same parameter between *lpCmdData* of this command and the subsequent corresponding execute command.

**Output Param** None.

**Error Codes** In addition to the generic error codes defined in [Ref. 1], the following error codes can be generated by this command:

Value	Meaning
WFS_ERR_TTU_COMMANDUNSUPP	The command specified in the <i>dwCommand</i> field is not supported by the Service Provider.
WFS_ERR_TTU_SYNCHRONIZEUNSUPP	The preparation for the command specified in the <i>dwCommand</i> with the parameter specified in the <i>lpCmdData</i> is not supported by the Service Provider.

**Events** Only the generic events defined in [Ref. 1] can be generated by this command.

**Comments** For sample flows of this synchronization see the [Ref 1] Appendix C.

## 6. Events

---

### 6.1 WFS\_EXEE\_TTU\_FIELDERROR

---

**Description** This event specifies that a fatal error has occurred while processing a field.

**Event Param** LPWFSTTUFIELDFAIL lpFieldFail;

```
typedef struct _wfs_ttu_field_failure
{
    LPSTR                lpzFormName;
    LPSTR                lpzFieldName;
    WORD                 wFailure;
} WFSSTTUFIELDFAIL, *LPWFSTTUFIELDFAIL;
```

*lpzFormName*

Points to the null-terminated form name.

*lpzFieldName*

Points to the null-terminated field name.

*wFailure*

Specifies the type of failure and can be one of the following:

Value	Meaning
WFS_TTU_FIELDREQUIRED	The specified field must be supplied by the application.
WFS_TTU_FIELDSTATICOVWR	The specified field is static and thus cannot be overwritten by the application.
WFS_TTU_FIELDOVERFLOW	The value supplied for the specified fields is too long.
WFS_TTU_FIELDNOTFOUND	The specified field does not exist.
WFS_TTU_FIELDNOTREAD	The specified field is not an input field.
WFS_TTU_FIELDNOTWRITE	An attempt was made to write to an input field.
WFS_TTU_FIELDTYPENOTSUPPORTED	The form field type is not supported with device.
WFS_TTU_CHARSETFORM	Service Provider does not support character set specified in form.

**Comments** None.

## **6.2WFS\_EXEE\_TTU\_FIELDWARNING**

---

<b>Description</b>	This event is used to specify that a non-fatal error has occurred while processing a field.
<b>Event Param</b>	LPWFSTTUFIELDFAIL lpFieldFail; As defined in the section describing WFS_EXEE_TTU_FIELDERROR.
<b>Comments</b>	None.

## 6.3 WFS\_EXEE\_TTU\_KEY

---

**Description** This event specifies that any active key has been pressed at the TTU during the WFS\_CMD\_TTU\_READ command. In addition to giving the application more details about individual key presses this information may also be used if the device has no internal display unit and the application has to manage the display of the entered digits.

**Event Param** LPWFSTTUKEY lpKey;

```
typedef struct _wfs_ttu_key
{
    CHAR                cKey;
    WORD                wUNICODEKey;
    WORD                wCommandKey;
} WFSSTTUKEY, *LPWFSTTUKEY;
```

*cKey*

On a numeric or alphanumeric key press this parameter holds the value of the key pressed. This value is WFS\_TTU\_NOKEY if no numeric or alphanumeric key was pressed or if capability *fwCharSupport* equals WFS\_TTU\_UNICODE.

*wUNICODEKey*

On a numeric or alphanumeric key press this parameter holds the value of the key pressed in UNICODE format. This value is WFS\_TTU\_NOKEY if no numeric or alphanumeric key was pressed or if capability *fwCharSupport* equals WFS\_TTU\_ASCII.

*wCommandKey*

On a Command key press this parameter holds the value of the Command key pressed, e.g. WFS\_TTU\_CK\_ENTER. This value is WFS\_TTU\_NOKEY when no command key was pressed.

Note: Only one of the parameters *cKey*, *wUNICODEKey*, *wCommandKey* can have the value of a valid key, the others must be set to WFS\_TTU\_NOKEY.

**Comments** None.

## 6.4 WFS\_SRVE\_TTU\_DEVICEPOSITION

---

**Description** This service event reports that the device has changed its position status.

**Event Param** LPWFSTTUDEVICEPOSITION lpDevicePosition;

```
typedef struct _wfs_ttu_device_position
{
    WORD wPosition;
} WFSSTTUDEVICEPOSITION, *LPWFSTTUDEVICEPOSITION;
```

*wPosition*

Position of the device as one of the following values:

Value	Meaning
WFS_TTU_DEVICEINPOSITION	The device is in its normal operating position.
WFS_TTU_DEVICENOTINPOSITION	The device has been removed from its normal operating position.
WFS_TTU_DEVICEPOSUNKNOWN	The position of the device cannot be determined.

**Comments** None.

## 6.5 WFS\_SRVE\_TTU\_POWER\_SAVE\_CHANGE

---

**Description** This service event specifies that the power save recovery time has changed.

**Event Param** LPWFSTTUPOWERSAVECHANGE lpPowerSaveChange;

```
typedef struct _wfs_ttu_power_save_change
{
    USHORT                usPowerSaveRecoveryTime;
} WFSSTTUPOWERSAVECHANGE, *LPWFSTTUPOWERSAVECHANGE;
```

*usPowerSaveRecoveryTime*

Specifies the actual number of seconds required by the device to resume its normal operational state. This value is zero if the device exited the power saving mode.

**Comments** If another device class compounded with this device enters into a power saving mode, this device will automatically enter into the same power saving mode and this event will be generated.

## 7. Form and Field Definitions

---

This section outlines the format of the definitions of forms, the fields within them, and the media on which they are printed.

### 7.1 Definition Syntax

---

The syntactic rules for form, field and media definitions are as follows:

White space	space, tab.
Line continuation	backslash (\).
Line termination	CR, LF, CR/LF; line termination ends a “keyword section” (a keyword and its value[s]).
Keywords	must be all upper case.
Names	(field/media/font names) any case; case is preserved; Service Providers are case sensitive.
Strings	all strings must be enclosed in double quote characters ("); standard C escape sequences are allowed.
Comments	start with two forward slashes (//); end at line termination.

Other notes:

- If a keyword is present, all its values must be specified; default values are used only if the keyword is absent.
- Values that are character strings are marked with asterisks in the definitions below, and must be quoted as specified above.
- Fields are processed in the sequence they are defined in the form.
- The order of attributes within a form is not mandatory; the attributes may be defined in any order.
- All forms can be represented using either ISO 646 (ANSI) or UNICODE character encoding. If the UNICODE representation is used then all Names and Strings are restricted to an internal representation of ISO 646 (ANSI) characters. Only the INITIALVALUE keyword values can have double byte values outside of the ISO 646 (ANSI) character set.
- If forms character encoding is UNICODE then, consistent with the UNICODE standard, the file prefix must be in Little Endian (xFFFE) or Big Endian (xFEFF) notation, such that UNICODE encoding is recognized.
- In the form definition file, where characters are expressed using standard C hexadecimal escape sequences, the high order byte is defined first. For example, “\x0041” would represent the character 'A'. This is independent of the encoding format of the form definition file.

## **7.2 XFS form/media definition files in multi-vendor environments**

---

Although for most Service Providers directory location and extension of XFS form/media definition files are configurable through the registry, the capabilities of Service Providers and or actual hardware may vary. Therefore the following considerations should be taken into account when applications use XFS form definition files with the purpose of running in a multi-vendor environment:

- Physical display area dimensions may vary from one text terminal to another.
- Just-in-time form loading may not be supported by all Service Providers, which makes it impossible to create dynamic form files just before displaying them (which in return means that only the display data of the forms can be changed, not the -layout data such as field positions).
- Some form/media definition keywords may not be supported due to limitations of the hardware or software.



7.3 Form Definition <sup>1</sup>

<b>XFSFORM</b>		<i>formname*</i>	
<b>BEGIN</b>			
(required)	<b>SIZE</b>	<i>width,</i> <i>height</i>	Width of form Height of form
	<b>VERSION</b>	<i>major,</i> <i>minor,</i> <i>date*,</i> <i>author*</i>	Major version number (default 0) Minor version number (default 0) Creation/modification date Author of form
(required)	<b>LANGUAGE</b>	<i>languageID</i>	Language used in this form - a 16 bit value (LANGID) which is a combination of a primary (10 bits) and a secondary (6 bits) language ID (This is the standard language ID in the Win32 API; standard macros support construction and decomposition of this composite ID)
	<b>COPYRIGHT</b>	<i>copyright*</i>	Copyright entry
	<b>TITLE</b>	<i>title*</i>	Title of form
	<b>COMMENT</b>	<i>comment*</i>	Comment section
	<b>[ XFSFIELD</b>	<i>fieldname*</i>	One field definition (as defined in the next section) for each field in the form
	<b>BEGIN</b> ... <b>END ]</b>		
<b>END</b>			

<sup>1</sup> Attributes are not required in any mandatory order within a Form Definition.

## 7.4 Field Definition <sup>2</sup>

<b>XFSFIELD</b>		<i>fieldname*</i>	
<b>BEGIN</b>			
	<b>LANGUAGE</b>	<i>languageID</i>	Language used for this field. See Form definition for detailed description. If unspecified defaults to form definition LANGUAGE specification.
(required)	<b>POSITION</b>	<i>x,</i> <i>y</i>	Horizontal position (relative to left side of form) Vertical position (relative to top of form) The initial left upper position is referenced as (0,0)
(required)	<b>SIZE</b>	<i>width,</i> <i>height</i>	Field width Field height
	<b>TYPE</b>	<i>fieldtype</i>	Type of field: TEXT (default) INVISIBLE PASSWORD (contents is echoed with ‘*’) GRAPHIC (ignored for WFS_CMD_TTU_READ_FORM commands)
	<b>SCALING</b>	<i>scalingtype</i>	Information on how to size the GRAPHIC within the field: BESTFIT (default) scale to size indicated ASIS render at native size MAINTAINASPECT scale as close as possible to size indicated while maintaining the aspect ratio and not losing graphic information. SCALING is only relevant for GRAPHICS field types
	<b>CLASS</b>	<i>class</i>	Field class: OPTIONAL (default) STATIC REQUIRED
	<b>KEYS</b>	<i>keys</i>	Accepted input key types: NUMERIC HEXADECIMAL ALPHANUMERIC  This is an optional field where the default value is vendor dependent.
	<b>ACCESS</b>	<i>access</i>	Access rights of field: WRITE (default) READ READWRITE
	<b>OVERFLOW</b>	<i>overflow</i>	Action on field overflow: TERMINATE (default) TRUNCATE OVERWRITE
	<b>STYLE</b>	<i>style</i>	Display attributes as a combination of the following, ORed together using the " " operator: NORMAL (default) UNDER (single underline) INVERTED FLASHING
	<b>HORIZONTAL</b>	<i>justify</i>	Horizontal alignment of field contents: LEFT (default) RIGHT CENTER

<sup>2</sup> Attributes are not required in any mandatory order within a Field Definition.

	<b>FORMAT</b>	<i>formatstring</i> *	This is an application defined input field describing how the application should format the data. This may be interpreted by the Service Provider.
	<b>INITIALVALUE</b>	<i>value</i> *	Initial value. For GRAPHIC type fields, this value will contain the filename of the graphic image. The type of this graphic will be determined by the file extension (e.g. BMP for Windows Bitmap). The graphic file name must contain the full path. For example “C:\XFS\Bsvc\LOGO.BMP” illustrates the use of the full path name
<b>END</b>			

## 8. C - Header file

```

/*****
*
* xfsttu.h      XFS - Text Terminal Unit (TTU) definitions
*
*
*              Version 3.30 (March 19 2015) 40 (December 6 2019)
*
*
*****/

#ifndef __INC_XFSTTU_H
#define __INC_XFSTTU_H

#ifdef cplusplus
extern "C" {
#endif

#include <xfsapi.h>

/* be aware of alignment */
#pragma pack(push,1)

/* values of WFSSTUCAPS.wClass */

#define WFS_SERVICE_CLASS_TTU (7)
#define WFS_SERVICE_CLASS_NAME_TTU "TTU"
#define WFS_SERVICE_CLASS_VERSION_TTU (0x1E030x2803) /* Version 3.3040 */

#define TTU_SERVICE_OFFSET (WFS_SERVICE_CLASS_TTU * 100)

/* TTU Info Commands */

#define WFS_INF_TTU_STATUS (TTU_SERVICE_OFFSET + 1)
#define WFS_INF_TTU_CAPABILITIES (TTU_SERVICE_OFFSET + 2)
#define WFS_INF_TTU_FORM_LIST (TTU_SERVICE_OFFSET + 3)
#define WFS_INF_TTU_QUERY_FORM (TTU_SERVICE_OFFSET + 4)
#define WFS_INF_TTU_QUERY_FIELD (TTU_SERVICE_OFFSET + 5)
#define WFS_INF_TTU_KEY_DETAIL (TTU_SERVICE_OFFSET + 6)

/* TTU Command Verbs */

#define WFS_CMD_TTU_BEEP (TTU_SERVICE_OFFSET + 1)
#define WFS_CMD_TTU_CLEARSCREEN (TTU_SERVICE_OFFSET + 2)
#define WFS_CMD_TTU_DISPLIGHT (TTU_SERVICE_OFFSET + 3)
#define WFS_CMD_TTU_SET_LED (TTU_SERVICE_OFFSET + 4)
#define WFS_CMD_TTU_SET_RESOLUTION (TTU_SERVICE_OFFSET + 5)
#define WFS_CMD_TTU_WRITE_FORM (TTU_SERVICE_OFFSET + 6)
#define WFS_CMD_TTU_READ_FORM (TTU_SERVICE_OFFSET + 7)
#define WFS_CMD_TTU_WRITE (TTU_SERVICE_OFFSET + 8)
#define WFS_CMD_TTU_READ (TTU_SERVICE_OFFSET + 9)
#define WFS_CMD_TTU_RESET (TTU_SERVICE_OFFSET + 10)
#define WFS_CMD_TTU_DEFINE_KEYS (TTU_SERVICE_OFFSET + 11)
#define WFS_CMD_TTU_POWER_SAVE_CONTROL (TTU_SERVICE_OFFSET + 12)
#define WFS_CMD_TTU_SET_LED_EX (TTU_SERVICE_OFFSET + 13)
#define WFS_CMD_TTU_SYNCHRONIZE_COMMAND (TTU_SERVICE_OFFSET + 14)

/* TTU Messages */

#define WFS_EXEE_TTU_FIELDERROR (TTU_SERVICE_OFFSET + 1)
#define WFS_EXEE_TTU_FIELDWARNING (TTU_SERVICE_OFFSET + 2)
#define WFS_EXEE_TTU_KEY (TTU_SERVICE_OFFSET + 3)
#define WFS_SRVE_TTU_DEVICEPOSITION (TTU_SERVICE_OFFSET + 4)
#define WFS_SRVE_TTU_POWER_SAVE_CHANGE (TTU_SERVICE_OFFSET + 5)

/* Values of WFSSTUSTATUS.fwDevice */

#define WFS_TTU_DEVONLINE WFS_STAT_DEVONLINE
#define WFS_TTU_DEVOFFLINE WFS_STAT_DEVOFFLINE
#define WFS_TTU_DEVPOWEROFF WFS_STAT_DEVPOWEROFF
#define WFS_TTU_DEVBUSY WFS_STAT_DEVBUSY
#define WFS_TTU_DEVNODEVICE WFS_STAT_DEVNODEVICE

```

```

#define      WFS_TTU_DEVHWERROR          WFS_STAT_DEVHWERROR
#define      WFS_TTU_DEVUSERERROR       WFS_STAT_DEVUSERERROR
#define      WFS_TTU_DEVFRAUDATTEMPT    WFS_STAT_DEVFRAUDATTEMPT
#define      WFS_TTU_DEVPOTENTIALFRAUD  WFS_STAT_DEVPOTENTIALFRAUD

/* Values of WFSTTUSTATUS.wKeyboard */

#define      WFS_TTU_KBDNA                (0)
#define      WFS_TTU_KBDON                (1)
#define      WFS_TTU_KBDOFF              (2)

/* Values of WFSTTUSTATUS.wKeyLock */

#define      WFS_TTU_KBDLOCKNA           (0)
#define      WFS_TTU_KBDLOCKON          (1)
#define      WFS_TTU_KBDLOCKOFF         (2)

#define      WFS_TTU_LEDS_MAX            (8)

/* Values of WFSTTUSTATUS.fwLEDs
   WFSTTUSTATUS.lpLEDEx.lpdwLEDs
   WFSTTUCAPS.lpLEDEx.lpdwLEDs
   WFSTTUSETLEDS.fwCommand */

#define      WFS_TTU_LEDNA                (0x0000)
#define      WFS_TTU_LED OFF              (0x0001)
#define      WFS_TTU_LEDSLOWFLASH        (0x0002)
#define      WFS_TTU_LEDMEDIUMFLASH     (0x0004)
#define      WFS_TTU_LEDQUICKFLASH       (0x0008)
#define      WFS_TTU_LEDCONTINUOUS       (0x0080)

/* Values of WFSTTUSTATUS.lpLEDEx.lpdwLEDs
   WFSTTUCAPS.lpLEDEx.lpdwLEDs
   WFSTTUSETLEDSEX.dwCommand */

#define      WFS_TTU_LEDRED               (0x00000100)
#define      WFS_TTU_LEDGREEN            (0x00000200)
#define      WFS_TTU_LEDYELLOW           (0x00000400)
#define      WFS_TTU_LEDBLUE             (0x00000800)
#define      WFS_TTU_LED CYAN            (0x00001000)
#define      WFS_TTU_LED MAGENTA         (0x00002000)
#define      WFS_TTU_LEDWHITE            (0x00004000)

/* Values of WFSTTUSTATUS.wDevicePosition
   WFSTTUDEVICEPOSITION.wPosition */

#define      WFS_TTU_DEVICEINPOSITION    (0)
#define      WFS_TTU_DEVICE NOT IN POSITION (1)
#define      WFS_TTU_DEVICE POS UNKNOWN  (2)
#define      WFS_TTU_DEVICE POS NOT SUPP (3)

/* values of WFSTTUSTATUS.wAntiFraudModule */

#define      WFS_TTU_AFMNOTSUPP          (0)
#define      WFS_TTU_AFMOK               (1)
#define      WFS_TTU_AFMINOP             (2)
#define      WFS_TTU_AFMDEVICEDETECTED   (3)
#define      WFS_TTU_AFMUNKNOWN          (4)

/* Values of WFSTTUCAPS.fwType */

#define      WFS_TTU_FIXED                (0x0001)
#define      WFS_TTU_REMOVABLE            (0x0002)

/* Values of WFSTTUCAPS.fwCharSupport
   WFSTTUWRITE.fwCharSupport */

#define      WFS_TTU_ASCII                (0x0001)
#define      WFS_TTU_UNICODE              (0x0002)

/* Values of WFSTTUFRMFIELD.fwType */

#define      WFS_TTU_FIELDTEXT            (0)
#define      WFS_TTU_FIELDINVISIBLE      (1)

```

```
#define      WFS_TTU_FIELDPASSWORD                (2)

/* Values of WFSTTUFRMFIELD.fwClass */

#define      WFS_TTU_CLASSOPTIONAL                (0)
#define      WFS_TTU_CLASSSTATIC                 (1)
#define      WFS_TTU_CLASSREQUIRED              (2)

/* Values of WFSTTUFRMFIELD.fwAccess */

#define      WFS_TTU_ACCESSREAD                  (0x0001)
#define      WFS_TTU_ACCESSWRITE                 (0x0002)

/* Values of WFSTTUFRMFIELD.fwOverflow */

#define      WFS_TTU_OVFTERMINATE                (0)
#define      WFS_TTU_OVFTRUNCATE                 (1)
#define      WFS_TTU_OVFOVERWRITE               (2)

/* Values of WFSTTUWRITE.fwMode */

#define      WFS_TTU_POSRELATIVE                  (0)
#define      WFS_TTU_POSABSOLUTE                 (1)

/* Values of WFSTTUWRITE.fwTextAttr */

#define      WFS_TTU_TEXTUNDERLINE               (0x0001)
#define      WFS_TTU_TEXTINVERTED               (0x0002)
#define      WFS_TTU_TEXTFLASH                   (0x0004)

/* Values of WFSTTUFRMREAD.fwEchoMode */

#define      WFS_TTU_ECHOTEXT                    (0)
#define      WFS_TTU_ECHOINVISIBLE               (1)
#define      WFS_TTU_ECHOPASSWORD               (2)

#define      WFS_TTU_BEEPOFF                     (0x0001)
#define      WFS_TTU_BEEPKEYPRESS                (0x0002)
#define      WFS_TTU_BEEPEXCLAMATION             (0x0004)
#define      WFS_TTU_BEEPWARNING                 (0x0008)
#define      WFS_TTU_BEEPERROR                   (0x0010)
#define      WFS_TTU_BEEP_CRITICAL               (0x0020)
#define      WFS_TTU_BEEP_CONTINUOUS             (0x0080)

/* values of WFSTTUFIELDFAIL.wFailure */

#define      WFS_TTU_FIELDREQUIRED                (0)
#define      WFS_TTU_FIELDSTATICOVWR             (1)
#define      WFS_TTU_FIELD_OVERFLOW              (2)
#define      WFS_TTU_FIELD_NOT_FOUND             (3)
#define      WFS_TTU_FIELD_NOT_READ              (4)
#define      WFS_TTU_FIELD_NOT_WRITE             (5)
#define      WFS_TTU_FIELD_TYPE_NOT_SUPPORTED    (6)
#define      WFS_TTU_CHARSETFORM                 (7)

/* values of WFSTTUKEYDETAIL.lpwCommandKeys */

#define      WFS_TTU_NOKEY                       (0)
#define      WFS_TTU_CK_ENTER                    (1)
#define      WFS_TTU_CK_CANCEL                   (2)
#define      WFS_TTU_CK_CLEAR                    (3)
#define      WFS_TTU_CK_BACKSPACE                (4)
#define      WFS_TTU_CK_HELP                     (5)
#define      WFS_TTU_CK_00                       (6)
#define      WFS_TTU_CK_000                      (7)
#define      WFS_TTU_CK_ARROWUP                  (8)
#define      WFS_TTU_CK_ARROWDOWN                (9)
#define      WFS_TTU_CK_ARROWLEFT                (10)
#define      WFS_TTU_CK_ARROWRIGHT               (11)
#define      WFS_TTU_CK_OEM1                     (12)
#define      WFS_TTU_CK_OEM2                     (13)
#define      WFS_TTU_CK_OEM3                     (14)
#define      WFS_TTU_CK_OEM4                     (15)
#define      WFS_TTU_CK_OEM5                     (16)
```

```

#define WFS_TTU_CK_OEM6 (17)
#define WFS_TTU_CK_OEM7 (18)
#define WFS_TTU_CK_OEM8 (19)
#define WFS_TTU_CK_OEM9 (20)
#define WFS_TTU_CK_OEM10 (21)
#define WFS_TTU_CK_OEM11 (22)
#define WFS_TTU_CK_OEM12 (23)
#define WFS_TTU_CK_FDK01 (24)
#define WFS_TTU_CK_FDK02 (25)
#define WFS_TTU_CK_FDK03 (26)
#define WFS_TTU_CK_FDK04 (27)
#define WFS_TTU_CK_FDK05 (28)
#define WFS_TTU_CK_FDK06 (29)
#define WFS_TTU_CK_FDK07 (30)
#define WFS_TTU_CK_FDK08 (31)
#define WFS_TTU_CK_FDK09 (32)
#define WFS_TTU_CK_FDK10 (33)
#define WFS_TTU_CK_FDK11 (34)
#define WFS_TTU_CK_FDK12 (35)
#define WFS_TTU_CK_FDK13 (36)
#define WFS_TTU_CK_FDK14 (37)
#define WFS_TTU_CK_FDK15 (38)
#define WFS_TTU_CK_FDK16 (39)
#define WFS_TTU_CK_FDK17 (40)
#define WFS_TTU_CK_FDK18 (41)
#define WFS_TTU_CK_FDK19 (42)
#define WFS_TTU_CK_FDK20 (43)
#define WFS_TTU_CK_FDK21 (44)
#define WFS_TTU_CK_FDK22 (45)
#define WFS_TTU_CK_FDK23 (46)
#define WFS_TTU_CK_FDK24 (47)
#define WFS_TTU_CK_FDK25 (48)
#define WFS_TTU_CK_FDK26 (49)
#define WFS_TTU_CK_FDK27 (50)
#define WFS_TTU_CK_FDK28 (51)
#define WFS_TTU_CK_FDK29 (52)
#define WFS_TTU_CK_FDK30 (53)
#define WFS_TTU_CK_FDK31 (54)
#define WFS_TTU_CK_FDK32 (55)

/* XFS TTU Errors */

#define WFS_ERR_TTU_FIELDERROR (- (TTU_SERVICE_OFFSET + 1))
#define WFS_ERR_TTU_FIELDINVALID (- (TTU_SERVICE_OFFSET + 2))
#define WFS_ERR_TTU_FIELDNOTFOUND (- (TTU_SERVICE_OFFSET + 3))
#define WFS_ERR_TTU_FIELDSPECFAILURE (- (TTU_SERVICE_OFFSET + 4))
#define WFS_ERR_TTU_FORMINVALID (- (TTU_SERVICE_OFFSET + 5))
#define WFS_ERR_TTU_FORMNOTFOUND (- (TTU_SERVICE_OFFSET + 6))
#define WFS_ERR_TTU_INVALIDLED (- (TTU_SERVICE_OFFSET + 7))
#define WFS_ERR_TTU_KEYCANCELED (- (TTU_SERVICE_OFFSET + 8))
#define WFS_ERR_TTU_MEDIAOVERFLOW (- (TTU_SERVICE_OFFSET + 9))
#define WFS_ERR_TTU_RESNOTSUPP (- (TTU_SERVICE_OFFSET + 10))
#define WFS_ERR_TTU_CHARSETDATA (- (TTU_SERVICE_OFFSET + 11))
#define WFS_ERR_TTU_KEYINVALID (- (TTU_SERVICE_OFFSET + 12))
#define WFS_ERR_TTU_KEYNOTSUPPORTED (- (TTU_SERVICE_OFFSET + 13))
#define WFS_ERR_TTU_NOACTIVEKEYS (- (TTU_SERVICE_OFFSET + 14))
#define WFS_ERR_TTU_POWERSAVETOOSHORT (- (TTU_SERVICE_OFFSET + 15))
#define WFS_ERR_TTU_COMMANDUNSUPP (- (TTU_SERVICE_OFFSET + 16))
#define WFS_ERR_TTU_SYNCHRONIZEUNSUPP (- (TTU_SERVICE_OFFSET + 17))

/*=====*/
/* TTU Info Command Structures */
/*=====*/

typedef struct _wfs_ttu_led_ex
{
    USHORT          usNumOfLEDs;
    LPDWORD         lpdwLEDs;
} WFSSTTULEDEX, *LPWFSSTTULEDEX;

typedef struct _wfs_ttu_status
{
    WORD            fwDevice;
    WORD            wKeyboard;
}

```

```

WORD                wKeylock;
WORD                wLEDs[WFS_TTU_LEDS_MAX];
WORD                wDisplaySizeX;
WORD                wDisplaySizeY;
LPSTR               lpszExtra;
WORD                wDevicePosition;
USHORT              usPowerSaveRecoveryTime;
LPWFSTTULEDEx      lpLEDEx;
WORD                wAntiFraudModule;
} WFSTTUSTATUS, *LPWFSTTUSTATUS;

typedef struct _wfs_ttu_resolution
{
    WORD                wSizeX;
    WORD                wSizeY;
} WFSTTURESOLUTION, *LPWFSTTURESOLUTION;

typedef struct _wfs_ttu_caps
{
    WORD                wClass;
    WORD                fwType;
    LPWFSTTURESOLUTION *lppResolutions;
    WORD                wNumOfLEDs;
    BOOL               bKeyLock;
    BOOL               bDisplayLight;
    BOOL               bCursor;
    BOOL               bForms;
    WORD                fwCharSupport;
    LPSTR               lpszExtra;
    BOOL               bPowerSaveControl;
    LPWFSTTULEDEx      lpLEDEx;
    BOOL               bAntiFraudModule;
    LPDWORD             lpdwSynchronizableCommands;
} WFSTTUCAPS, *LPWFSTTUCAPS;

typedef struct _wfs_ttu_frm_header
{
    LPSTR               lpszFormName;
    WORD                wWidth;
    WORD                wHeight;
    WORD                wVersionMajor;
    WORD                wVersionMinor;
    WORD                fwCharSupport;
    LPSTR               lpszFields;
    WORD                wLanguageID;
} WFSTTUFRMHEADER, *LPWFSTTUFRMHEADER;

typedef struct _wfs_ttu_query_field
{
    LPSTR               lpszFormName;
    LPSTR               lpszFieldName;
} WFSTTUQUERYFIELD, *LPWFSTTUQUERYFIELD;

typedef struct _wfs_ttu_frm_field
{
    LPSTR               lpszFieldName;
    WORD                fwType;
    WORD                fwClass;
    WORD                fwAccess;
    WORD                fwOverflow;
    LPSTR               lpszFormat;
    WORD                wLanguageID;
} WFSTTUFRMFIELD, *LPWFSTTUFRMFIELD;

typedef struct _wfs_ttu_key_detail
{
    LPSTR               lpszKeys;
    LPWSTR              lpwUnicodeKeys;
    LPWORD              lpwCommandKeys;
} WFSTTUKEYDETAIL, *LPWFSTTUKEYDETAIL;

typedef struct _wfs_ttu_clear_screen
{
    WORD                wPositionX;

```



```
        WORD                wPositionY;
        WORD                wWidth;
        WORD                wHeight;
    } WFSTTUCLEARSCREEN, *LPWFSTTUCLEARSCREEN;

typedef struct _wfs_ttu_disp_light
{
    BOOL                    bMode;
} WFSTTUDISPLIGHT, * LPWFSTTUDISPLIGHT;

typedef struct _wfs_ttu_set_leds
{
    WORD                    wLED;
    WORD                    fwCommand;
} WFSTTUSETLEDS, *LPWFSTTUSETLEDS;

typedef struct _wfs_ttu_write_form
{
    LPSTR                   lpszFormName;
    BOOL                    bClearScreen;
    LPSTR                   lpszFields;
    LPWSTR                  lpszUNICODEFields;
} WFSTTUWRITEFORM, *LPWFSTTUWRITEFORM;

typedef struct _wfs_ttu_read_form
{
    LPSTR                   lpszFormName;
    LPSTR                   lpszFieldNames;
} WFSTTUREADFORM, *LPWFSTTUREADFORM;

typedef struct _wfs_ttu_read_form_out
{
    LPSTR                   lpszFields;
    LPWSTR                  lpszUNICODEFields;
} WFSTTUREADFORMOUT, *LPWFSTTUREADFORMOUT;

typedef struct _wfs_ttu_def_keys
{
    LPSTR                   lpszActiveKeys;
    LPWSTR                  lpwActiveUNICODEKeys;
    LPWORD                  lpwActiveCommandKeys;
    LPWORD                  lpwTerminateCommandKeys;
} WFSTTUDEFKEYS, *LPWFSTTUDEFKEYS;

typedef struct _wfs_ttu_write
{
    WORD                    fwMode;
    SHORT                   wPosX;
    SHORT                   wPosY;
    WORD                    fwTextAttr;
    LPSTR                   lpsText;
    LPWSTR                  lpsUNICODEText;
} WFSTTUWRITE, *LPWFSTTUWRITE;

typedef struct _wfs_ttu_read
{
    WORD                    wNumOfChars;
    WORD                    fwMode;
    SHORT                   wPosX;
    SHORT                   wPosY;
    WORD                    fwEchoMode;
    WORD                    fwEchoAttr;
    BOOL                    bCursor;
    BOOL                    bFlush;
    BOOL                    bAutoEnd;
    LPSTR                   lpszActiveKeys;
    LPWSTR                  lpwActiveUNICODEKeys;
    LPWORD                  lpwActiveCommandKeys;
    LPWORD                  lpwTerminateCommandKeys;
} WFSTTUREAD, *LPWFSTTUREAD;

typedef struct _wfs_ttu_read_in
{
    LPSTR                   lpszInput;
```

```
        LPWSTR                lpszUNICODEInput;
} WFSTTUREADIN, *LPWFSTTUREADIN;

typedef struct _wfs_ttu_power_save_control
{
    USHORT                usMaxPowerSaveRecoveryTime;
} WFSTTUPOWERSAVECONTROL, *LPWFSTTUPOWERSAVECONTROL;

typedef struct _wfs_ttu_set_leds_ex
{
    USHORT                usLED;
    DWORD                dwCommand;
} WFSTTUSETLEDSEX, *LPWFSTTUSETLEDSEX;

typedef struct _wfs_ttu_synchronize_command
{
    DWORD                dwCommand;
    LPVOID                lpCmdData;
} WFSTTUSYNCHRONIZECOMMAND, *LPWFSTTUSYNCHRONIZECOMMAND;

/*=====*/
/* TTU Message Structures */
/*=====*/

typedef struct _wfs_ttu_field_failure
{
    LPSTR                lpszFormName;
    LPSTR                lpszFieldName;
    WORD                wFailure;
} WFSTTUFIELDFAIL, *LPWFSTTUFIELDFAIL;

typedef struct _wfs_ttu_key
{
    CHAR                cKey;
    WORD                wUNICODEKey;
    WORD                wCommandKey;
} WFSTTUKEY, *LPWFSTTUKEY;

typedef struct _wfs_ttu_device_position
{
    WORD                wPosition;
} WFSTTUDEVICEPOSITION, *LPWFSTTUDEVICEPOSITION;

typedef struct _wfs_ttu_power_save_change
{
    USHORT                usPowerSaveRecoveryTime;
} WFSTTUPOWERSAVECHANGE, *LPWFSTTUPOWERSAVECHANGE;

/* restore alignment */
#pragma pack(pop)

#ifdef __cplusplus
} /*extern "C"*/
#endif

#endif /* __INC_XFSTTU__H */
```