4.2.4. PAIR BLUETOOTH DEVICES

1) Go to **App Drawer** | **Settings** ⚙ | **Connected devices** 🔲 | **Connection preferences** | **Bluetooth** ✶. Tap the switch to **On** to scan for available Bluetooth devices nearby. Scroll through the list and tap the device you would like to pair.

2) The **Bluetooth pairing request** window opens. Depending on the pairing settings of the Bluetooth device, you may need to enter a passkey, or confirm the assigned passkey on the device to pair if a smart pairing method is applied. Enter/confirm the passkey on the device to pair.

3) Once pairing is done, you can find the Bluetooth device in **App Drawer** | **Settings** ⚙ | **Connected devices** 🔲 | **Previously connected devices**.
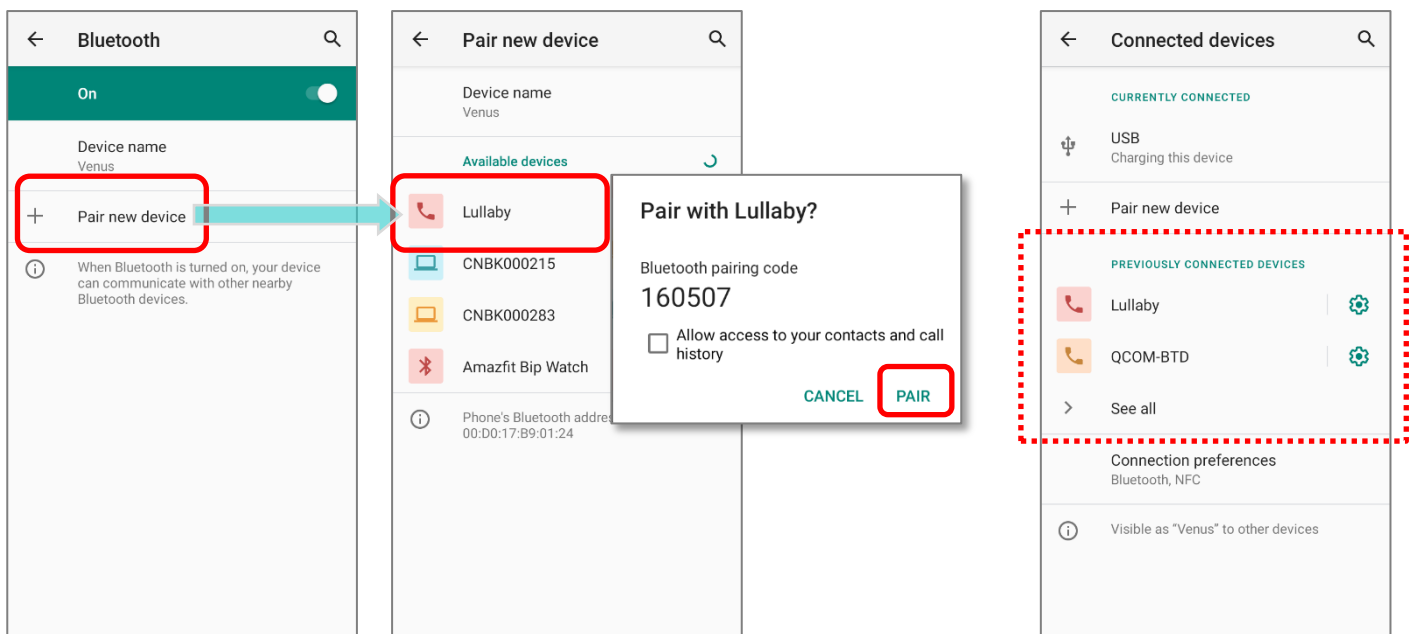
Note:

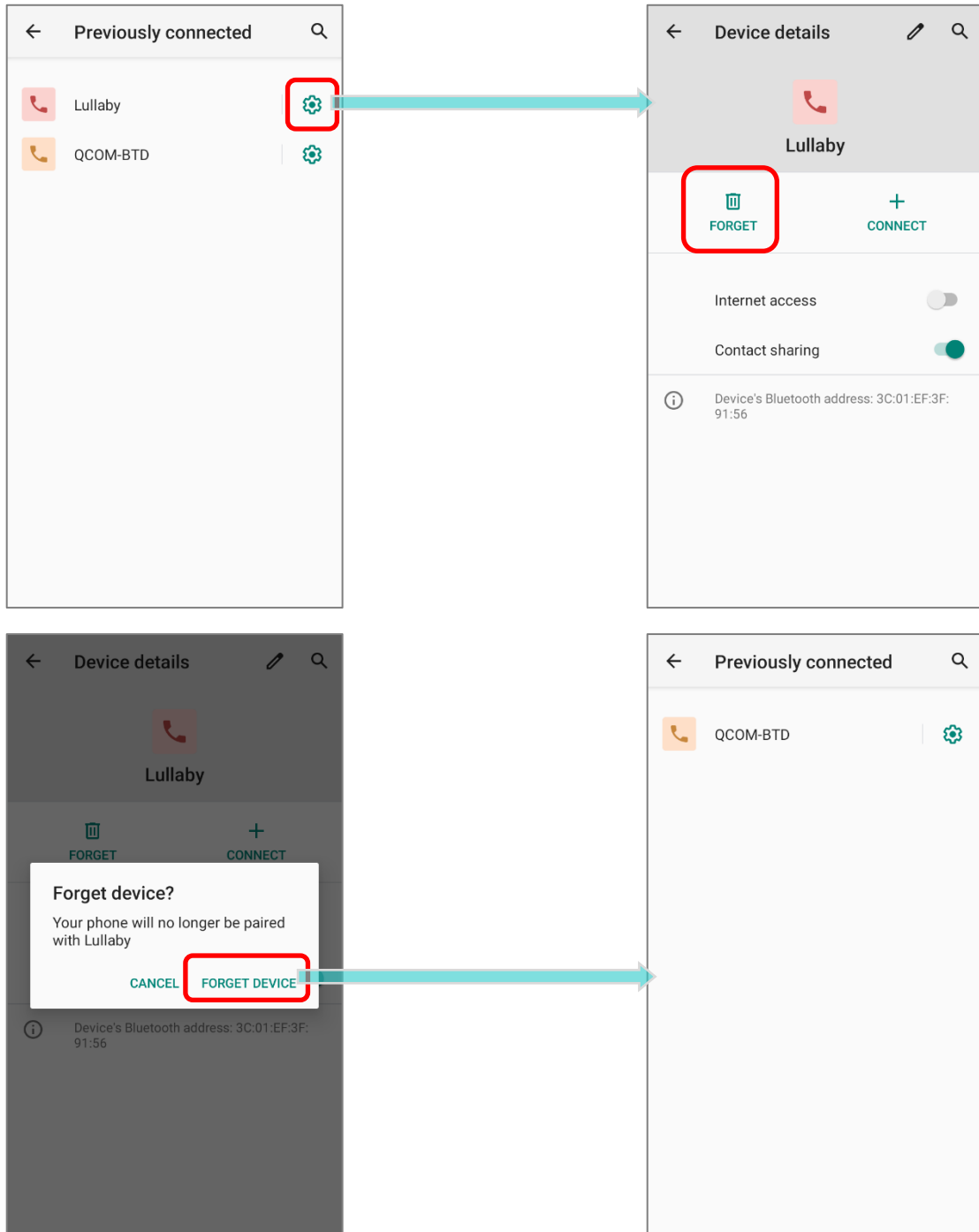**If the device you would like to pair with is not listed, make sure Bluetooth visibility is enabled on the device.**

4.2.5. UNPAIR BLUETOOTH DEVICE

To unpair a paired device:

1) In the **Previously connected devices** list, tap the settings button ⚙ next to the paired device.

2) On the **Device details** screen, tap **FORGET**.

4.3. USE NEAR FIELD COMMUNICATIONS

Near field communications (NFC) uses close proximity (4 cm or less) to establish radio communication through electromagnetic fields. With NFC enabled, the mobile computer can collect information from NFC tags, exchange information with other NFC supported devices, and even change information on the NFC tag if authorized.

Before starting to communicate through NFC, perform the following:

1) Go to **App Drawer (All Application)** | **Settings** | **Connected devices** | **Connection preferences**.

2) On "**Connection preferences**" page, tap to switch on "**NFC**" .
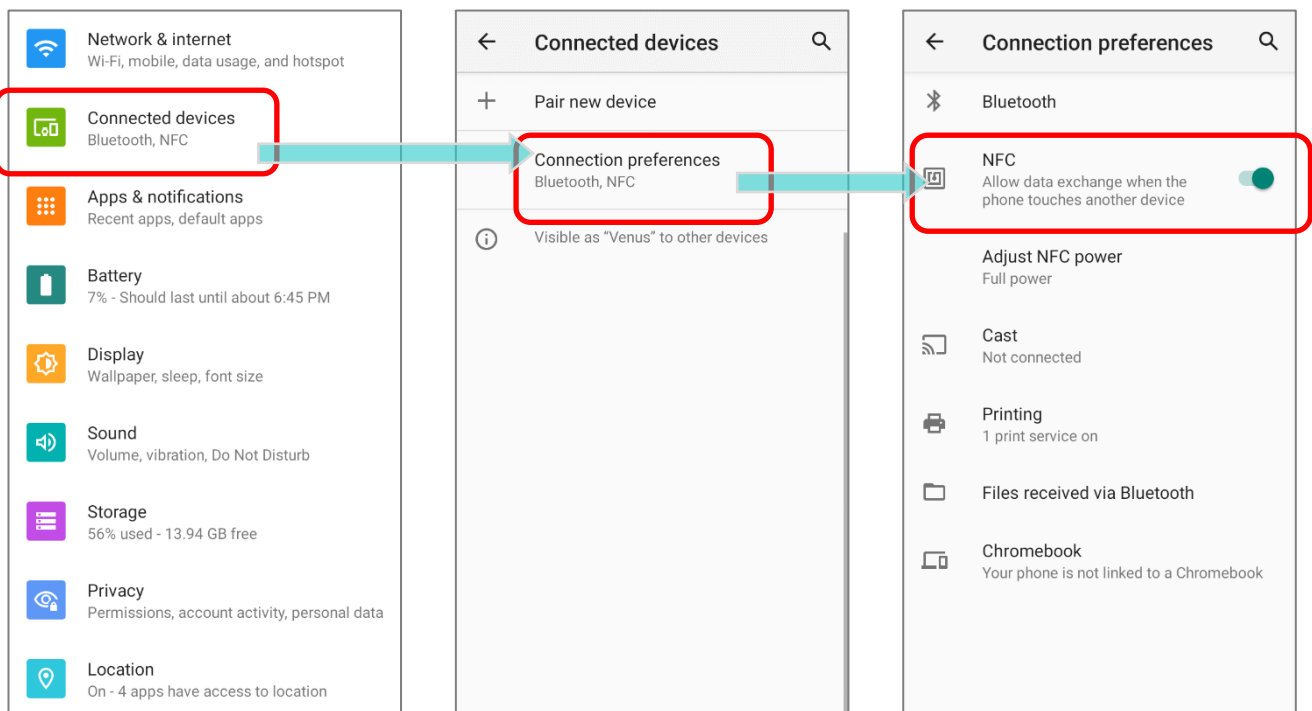
You can tap on "**Adjust NFC power**" to select the NFC power between "**Full power**" and "**Low power**".
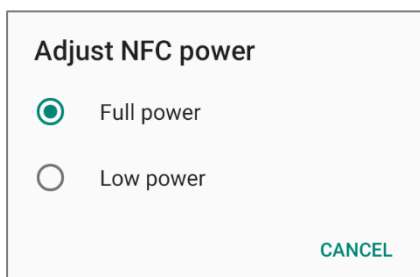
PAIR WITH NFC ENABLED BLUETOOTH DEVICES

1) On the device you would like to pair with, make sure NFC is enabled and Bluetooth discovery is enabled.

2) Hold the mobile computer without covering the antenna area.

NFC Detection Area

3) Move the mobile computer in proximity with the device for pairing. A screen notification will appear to indicate that pairing is successful.

COMMUNICATION WITH NFC

1) On the mobile computer, launch an NFC enabled application.

2) Hold the mobile computer without covering the antenna area.

3) Place the mobile computer close to the NFC tag or device until the application indicates data transfer is complete.

SPECIFICATIONS

PLATFORM, PROCESSOR & MEMORY

Operating System & CPU

OS Version	Android 10 with CTS and GMS Certified
CPU	Qualcomm SDM450 Octa-core 1.8GHz

Memory

ROM	32GB eMMC (MLC)
RAM	3GB LPDDR3
Expansion Slot	One Micro SDHC card slot (up to 32GB) SDXC supported (up to 64GB-2TB) Micro SIM socket x2, Micro SAM socketx1

COMMUNICATION & DATA CAPTURE

Communication

USB Client	USB Type-C 2.0 OTG and charging contact
WPAN	Bluetooth® Class II, V4.1 BLE, V2.1 with Enhanced Data Rate (EDR)
WLAN	IEEE 802.11 a/b/g/n/ac
WWAN	(2G) GSM: 850/900/1800/1900
	(3G) UMTS/HSPA/HSPA+: B1(2100), B2(1900), B4(1700), B5(850), B6(850), B8(900)
	(4G) FDD LTE: B1(2100), B2(1900), B3(1800), B4(1700), B5(850), B7(2600), B8(900), B12(700), B13(700), B17(700), B19(800), B20(800), B25(1900), B26(850), B28(700)
	(4G) TDD-LTE: Band38, Band39, Band40, Band41(2545MHz~2655MHz)
GPS	Built-in GPS, GLONASS, BeiDou, AGPS, Galileo

Data & Image Capture

Digital Camera	Autofocus 13 megapixels with LED flash
Barcode Reader	Laser / 2D imager
HF RFID Reader	Support Card emulation, Card reader, and P2P modes of operation; support ISO14443 Type A & B, ISO15693, and Felica NFC area should be located on the top-side

ELECTRICAL CHARACTERISTICS

Battery

Main Battery Pack	Rechargeable Li-polymer battery: 3.8V, 4020mAh
	Charging temperature: 0-40℃
	Minimum charging time: 4 hours @25℃
	For the first time charging the main battery, please charge it for at least 8 to 12 hours. The allowed battery charging ambient temperature is between 0℃ to 40℃. It is recommended to charge the battery at room temperature (18℃ to 25℃) for optimal performance.
	Please note that battery charging stops when ambient temperature drops below 0℃ or exceeds 40℃.
Backup Battery	Rechargeable Li-Polymer battery: 3.7V, 100mAh
	Charging time: 4 hours (under the condition that it is always be charged except of power off and no external power)
RTC Battery	Rechargeable SMT type Li-battery: 3V, 1mAh
	Charging time: 12 hours (always be charged)
	RTC retention will be maintained for at least 72 hours when the main battery is removed.

Power Adaptor

Power Supply Cord with Universal Power Adaptor	Input	AC 100~240 V, 50/60 Hz
	Output	DC 5V, 2A
		BSMI, CCC, FCC, CE, RCM, PSE, PSB

Working Time

Supports working time for up to 12 hours (laser)/ 10 hours (2D imager) at 25 degrees

PHYSICAL CHARACTERISTICS   128

Color Touch Screen Display

Display	5.45 inch, Transmissive IPS LCD, sunlight visibility, Corning® Gorilla® Glass 3
Resolution	720 X 1440 Pixel

Notifications

Status LED	2 LEDs include one bi-color (green & red) LED for power indications, and one tri-color (blue, green, & red) LED for reader and system notification.
Audio	Speaker, dual array microphones with echo and noise cancellation
	Bluetooth headset support, Hands-Free Profile (HFP) 1.6 specification with Wideband speech.
	AMR-WB HD-voice support
	HAC support

Dimensions & Weight

Dimensions	165mm(L) x 76.8mm(W) x 17.9mm(T)
Weight	275g (2D imager with battery) ±5g

ENVIRONMENTAL CHARACTERISTICS

Temperature

Operating	-20℃ to 50℃
Storage	-30℃ to 70℃
Charging	0℃ to 40℃

Humidity

Operating	10% to 90% (non-condensing)
Storage	5% to 95% (non-condensing)

Resistance

Impact Resistance	1.2 m (4 ft.) multiple drops onto concrete, 6-face drops 6 cycles With protective boot: 1.5 m (5 ft.) multiple drops onto concrete, 6 drops on each side
Tumble Test	500 tumbles at 0.5 m per applicable IEC tumble specifications
Splash/Dust Resistance	IP65 per applicable IEC sealing specifications
Electrostatic Discharge	±15 kV air discharge, ±8 kV contact discharge

PROGRAMMING SUPPORT   130

Development Environment & Tools

JAVA	Environment Android studio
	Software Development Kit: JAR
C#	Environment: Visual Studio
	Software Development Kit: DLL (Xamarin Library)

APPENDIX

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