

# PS2 port deaf

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*Source:*

[http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.help\\_and\\_support/2006-03/msg00595.htm](http://www.tech-archive.net/Archive/WinXP/microsoft.public.windowsxp.help_and_support/2006-03/msg00595.htm)

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How do I tell XP to ignore the fact that there is no keyboard connected to the PS2 port, and to activate the PS2 port so that it can accept data sent to the PS2 port?

I have a USB keyboard, but have an old barcode scanner, which runs in a wedge configuration off the PS2 port. The PS2 port seems to be non functioning, even though I can see my barcode scanner's output being sent to the PS2 port.

There is an expensive hardware solution, purchasing a 'keyboard terminator', but I'd like to avoid adding hardware and the expense if possible.

See:

[http://www.waspbarcode.com/barcode\\_accessories/keyboard\\_terminator.asp](http://www.waspbarcode.com/barcode_accessories/keyboard_terminator.asp)

Is this something that can be done in XP or is the only option to add additional hardware???

Thanks,

Ari

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