

Android Port Program Manual

Bluetooth, Wi-Fi, USB, Serial

v3.4.4

(Note: Please use the PDF left navigation bar when browsing)

| | |
|--|---|
| Android Port Program Manual | 1 |
| 1. Instruction | 3 |
| 1.1. initialization | 3 |
| 1.2. Create a printer connection | 3 |
| 1.3. Print | 3 |
| 1.4. Close the connection | 3 |
| 2. POSConnect | 3 |
| 2.1. Init | 4 |
| 2.2. CreateDevice | 4 |
| 2.3. Exit | 4 |
| 2.4. GetUsbDevices | 4 |
| 2.5. GetSerialPort | 5 |
| 2.6. OpenLog | 5 |
| 3. IDeviceConnection | 5 |
| 3.1. Connect | 5 |
| 3.2. Close | 6 |
| 3.3. SendData | 6 |
| 3.4. ReadData | 7 |
| 3.5. StopReadLoop | 7 |
| 3.6. GetConnectInfo | 8 |
| 3.7. GetConnectType | 8 |

1. Instruction

This Android Port Program Manual describes how to connect the printer through Bluetooth, USB, Wi-Fi and serial ports and send content to the printer.

1.1. initialization

```
POSConnect.Init(appContext)
```

1.2. Create a printer connection

```
val connect = POSConnect.CreateDevice(POSConnect.DeviceTypeBluetooth)
connect.Connect("12:34:56:78:9A:BC") { code, connectInfo, msg ->
    if (code == POSConnect.ConnectSuccess) {
        Log.i("tag", "device connect success")
        val printer = POSPrinter(connect)
    } else if (code == POSConnect.ConnectFail) {
        Log.i("tag", "device connect fail")
    }
}
```

1.3. Print

```
printer.PrintString("test ~")
```

1.4. Close the connection

```
connect.Close()
```

2. POSConnect

This class is used to connect printers. Constant variable are defined in POSConnect class.

2.1. Init

This function is used for SDK initialization. It is recommended to call in the onCreate function of the application class.

```
static void Init(Context appContext)
```

[Parameter]

➤ appContext

Context of application

2.2. CreateDevice

Create a print device by device type

```
static IDeviceConnection CreateDevice(int deviceType)
```

[Parameter]

➤ deviceType

Device type

| Variable | Description |
|---------------------|-------------|
| DeviceTypeUsb | USB |
| DeviceTypeBluetooth | BLUETOOTH |
| DeviceTypeEthernet | ETHERNET |
| DeviceTypeSerial | SERIAL |

[Return]

Connect Object

2.3. Exit

Exit the print service.

```
static void Exit()
```

2.4. GetUsbDevices

Get USB path name list

```
static List<String> GetUsbDevices(Context context)
```

[Parameter]

➤ context

Context

[Return]

USB port pathname list.

2.5. GetSerialPort

Get serial port path list

```
static List<String> GetSerialPort()
```

[Return]

Serial port path list

2.6. OpenLog

Set the log switch, Log files are saved in the sdcard\Android\data\[Package Name]\files\logs directory

```
void OpenLog(boolean isOpen)
```

[Parameter]

➤ isOpen

Whether to open the log

[Return]

void

3. IDeviceConnection

The interface class connecting the device, which is used to send data to the printer or read the data returned by the printer. Available through POSConnect.CreateDevice(deviceType).

3.1. Connect

Connect the printer

```
void Connect(String info, IConnectListener listener)
```

```
boolean ConnectSync(String info, IConnectListener listener)
```

Synchronous connection, such as using a synchronous connection, all sending, receiving, and disconnection will be forced to use the synchronous method.

[Parameter]

➤ info

Device Information.

1. If the device type is `DEVICE_TYPE_USB`, Info is the USB path name ("/dev/bus/USB/002/003") or vid, pid ("8888,9999").
2. If the device type is `DEVICE_TYPE_BLUETOOTH`, info is the Bluetooth MAC address.
3. When the device type is `DEVICE_TYPE_ETHERNET`, info is the IP address of the network, or a combination of IP address and port number.eg:"192.168.1.100" or "192.168.1.100,9100".
4. If the device type is `DEVICE_TYPE_SERIAL`, info is a string composed of serial port name and serial port baud rate. eg:"/dev/ttyS4,38400".

➤ listener

Connect the status listener.

```
public interface IConnectListener {  
    void OnStatus(int code, String connectInfo, String message);  
}
```

■ code

| code | Description |
|--------------------|-----------------------|
| ConnectSuccess | Connection successful |
| ConnectFail | Connection failed |
| ConnectInterrupt | Disconnected |
| SendFail | fail in send |
| UsbAttached | USB Attached |
| UsbDetached | USB Detached |
| BluetoothInterrupt | Bluetooth Interrupt |

■ connectInfo

Connection information, eg: when using a network connection, connectInfo is the incoming ip address.

■ message

prompt information.

3.2. Close

Close the connection

```
void Close()
```

```
void CloseSync()
```

Close the connection synchronously. If connected through `ConnectSync`, Please use `CloseSync` to close the connection.

3.3. SendData

This function is used to send data to the printer.

```
void sendData(byte[] data)
```

```
void sendData(List<byte[]> datas)
```

`int sendSync(byte[] data)`

Send data in a synchronous way, such as connecting through `ConnectSync`, will use a synchronous way to send data.

[Parameter]

➤ data

Byte array to be sent.

➤ datas

Byte array collection to be sent.

3.4. ReadData

This function is used to read the data returned from the printer. If connected through `connectSync`, Please use `ReadSync` to read data.

`void ReadData(int timeout, IDataCallback callback)`

`void ReadData(IDataCallback callback)`

`byte[] ReadSync(int timeout)`

Synchronous Reading may block the UI thread.

`void StartReadLoop(IDataCallback callback)`

Start reading data monitoring.

Note: `StartReadLoop` cannot coexist with other read methods.

[Parameter]

➤ timeout

Read timeout, in milliseconds. The default is 5000.

➤ callback

Data callback

```
public interface IDataCallback {  
    void Receive(byte[] data);  
}
```

3.5. StopReadLoop

Stop reading data and monitoring

`void StopReadLoop()`

Return

void

3.6. GetConnectInfo

Get connection information.

```
String GetConnectInfo();
```

[Return]

Return the connection information, corresponding to the info in the connect method

3.7. GetConnectType

get connection type.

```
int GetConnectType();
```

[Return]

Returns the connection type. Corresponds to the deviceType in the CreateDevice method.