



## Woosim Printer DLL Reference

Printer interface reference for Woosim printer.

## 1 File contents

WoosimPrinter.DLL (Ver. 3.0.0.1)

## 2 Import function

```
int      InitPrinter(char* sPortName, int iBaudRate, BOOL bProtocol)
int      InitWlanPrinter(char *sIP_ADDR, int iPortNum, int iTimeout, BOOL bProtocol)
BOOL    Close_Printer()
int      ControlCommand(BYTE *Cmd, int iLength)
int      SaveSpool(char* sData,int iFontValue, BOOL bEmphasis)
int      PrintSpool(BOOL bDelete_Spool)
void    ClearSpool()
void    CardRead(BOOL bTrack2)
void    CardCancel()
int      BmpSaveSpool(char* BmpFilePath, int iXPosition, int iYPosition)
int      BarcodeSaveSpool(BYTE ucBarcodeType, BYTE ucBarWidth,BYTE ucBarHeight,
                           BOOL HRI_On, char* BarcodeData, int iPrtWidth,int iPrtHeight,int iXPos)
```

## 3 Message and return value

### ▫ Message

```
MSG_RECEIVE_CHECK _T("WOOSIM_PRT_OK")
UWM_RECEIVE_CHECK = ::RegisterWindowMessage(MSG_RECEIVE_CHECK)
```

### ▫ Message Parameter(WPARAM Parameter Value)

NACK	0x15
DATA	0x44
EOT	0x04
ETX	0x03
MSR_FAIL	0x4D



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### ▫ Return value

#### < BLUETOOTH >

SUCCESS	1
ALREADY_OPENED	-1
UNABLE_TO_OPEN_THE_PORT	-2
UNABLE_TO_CONFIGURE_THE_SERIAL_PORT	-3
UNABLE_TO_SET_THE_TIMEOUT_PARAMETERS	-4
NO_RESPONSE_FROM_PRINTER	-5

#### < WLAN >

SUCCESS	1
SOCKET_ERROR	-1
CONNECT_FAIL	-2
ALREADY_CONNECTED	-3
NOT_OPEN_THE_PORT	-11
BUFFER_OVERFLOW	-12
OPERATOR_ERROR	-13

### ▫ Barcode Type

UPCA	65
UPCE	66
EAN13	67
EAN8	68
CODE39	69
ITF	70
CODABAR	71
CODE93	72
CODE128	73

### ▫ Print Width

_2INCH	384
_3INCH	576
_4INCH	832



## 4 Function Reference

■ **int InitPrinter(char \*sPortName, int iBaudRate, BOOL bProtocol)**

: This function opens the printer communications resource.

**Parameter**

**sPortName**

Specifies the name of a communications resource to open.

you must include a colon after the name.

For example, specify "COM1:" to open that port.

**iBaudRate**

Specifies the baud rate at which the communication device operates. It is an actual baud rate value

**bProtocol**

Specifies if protocol mode is enabled. If this member is TRUE, protocol mode is performed and the printer status are reported.

For example, Protocol IrDA, Protocol Bluetooth, Protocol RS232

- **Return value**

If the port is opened successfully and there is response from printer,

SUCCESS ,

If called more than twice,

ALREADY\_OPENED

If the communication port is already opened from another program,

UNABLE\_TO\_OPEN\_THE\_PORT

If the time out setting is failed,

UNABLE\_TO\_SET\_THE\_TIMEOUT\_PARAMETERS,

If there is no response from printer,

NO\_RESPONSE\_FROM\_PRINTER;



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### □ **int InitWlanPrinter(char \*sIP\_ADDR, int iPortNum, int iTimeout, BOOL bProtocol)**

: This function opens the printer communications resource.

#### - Parameter

sIP\_ADDR

Through the AP to set the IP address assigned to the printer.

iPortNum

Set the Port number. (default : 1470)

iTimeout

Set the connection time.

bProtocol

Specifies if protocol mode is enabled. If this member is TRUE, protocol mode

### □ **BOOL ClosePrinter()**

: Close the opened communication port.

#### - Return value

If the closing is in success, it will return the TRUE,  
if the closing is failed, it will return the FALSE

### □ **int ControlCommand(BYTE \*Cmd, int Length)**

: The function storing the printer control commands and string in the output buffer.

#### - Parameter

Cmds

BYTE type pointer sending the printer control command and string.

iLength

The number of byte of the Printer control command and string.

#### - Return value

If the saving is successful,

it will return the number of data byte stored in the output buffer.

If it exceed capacity of output buffer, it will return the BUFFER\_OVERFLOW,

If the communication port is not opened, it will return the NOT\_OPEN\_THE\_PORT.



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### int SaveSpool(char\* sData, int iFontSize, BOOL bEmphasis)

: The function storing the print data to the output buffer,

#### - Parameter

sData

Sending the print letter by the CString type

Printer Control Command which does not contain NULL price has nothing to do although it includes at the character string.

iFontSize

Setting the font size of printed CString.

0 = Normal -Default-

1 = Double Height

2 = Double Width

3 = Double Height and Width

bEmphasis

Setting the emphasis mode

FALSE = Normal

TRUE = Emphasized

#### - Return value

If the storing is successful,

it will return the number of data byte stored in the output buffer.

If it exceed capacity of output buffer, it will return the BUFFER\_OVERFLOW,

If the communication port is not opened, it will return the NOT\_OPEN\_THE\_PORT.

### int PrintSpool(BOOL Delete\_Spool = TRUE)

: printing the stored data in the output buffer to the communication port.

#### - Parameter

bDelete\_Spool

If it is set to TRUE, delete the text of buffer clearly after printing,

If it is set to FALSE, don't delete the text of buffer after printing.

#### - Return value

If the printing is completed successfully,

It will be returned the SUCCESS .

The printing is not completed successfully because the communication port is not opened, it will be returned the NOT\_OPEN\_THE\_PORT.



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### ■ **void Clear\_Spool()**

: Deleting the text in buffer clearly.

### ■ **void CardRead (bool Track2 = TRUE )**

: Sending the card reading command to the printer.

- **Parameter**

Track2

    Track 2 is set to FALSE with bool type, the printer will be preparing for reading the card in Track2,

    Track 3 is set to TRUE, the printer will be preparing for reading the card in Track 3

### ■ **void CardCancel()**

: Use when exit from card reading command.

### ■ **int BmpSaveSpool(char\* sBmpFilePath, int iXPosition, int iYPosition)**

: The function is convert BMP file which sends to the printer and to store at an output buffer

- **Parameter**

sBmpFilePath

    BMP file is a process and name

iXPosition

    BMP file to printer, the X-axis position output

iYPosition

    BMP file to printer, the Y-axis position output

- **Return Value**

    If the storing is successful,

        it will return the number of data byte stored in the output buffer.

    If it exceed capacity of output buffer, it will return the **BUFFER\_OVERFLOW**,

    If the communication port is not opened, it will return the **NOT\_OPEN\_THE\_PORT**.



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int BarcodeSaveSpool (BYTE ucBarcodeType, BYTE ucBarWidth, BYTE ucBarHeight,  
BOOL HRI\_On, char\* BarcodeData, int iPrtWidth,int iPrtHeight,int iXPos);

: Print barcode function.

### - Parameter

ucBarcodeType

Select the type of barcode.

UPCA	:	65(decimal)
UPCE	:	66
EAN13	:	67
EAN8	:	68
CODE39	:	69
ITF	:	70
CODABAR:		71
CODE93	:	72
CODE128:		73

ucBarWidth

Barcodes Width (Default: 2 Range: 2 <= m <= 6)

ucBarHeight

Set barcode height (dots per 1dot = 0.0125Cm)

HRI\_On

HRI character output (TRUE: ON FALSE: OFF)

BarcodeData

Barcode data input

iPrtWidth

Print Width (\_2INCH, \_3INCH, \_4INCH)

iPrtHeight

Print height (dots per set)

iXPos

X-axis position barcode output

### - Return value

1 fixed.



## 5 WM\_RECEIVE\_MSG Message reference

Register “MSG\_RECEIVE\_CHECK” with using DefWindowProc function and make function receiving the message.

**Ex> DefWindowProc(UINT message, WPARAM wParam, LPARAM lParam)**

    n In case of receiving the card data from the printer

        Transmit the DATA to the wParam and transmit the card data to the lParam in BYTE type pointer.

    n When the printer receive the wrong data or misread the card.

        Transmit the NACK to the wParam and transmit the integer 0 to the lParam

    n When the printer receive the data or command normally

        Transmit the EOT to the wParam and tansmit the integer 0 to the lParam.

    n When the printer completed to print normally

        Transmit the ETX to the wParam, transmit the integer 0 to the lParam.



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## 6 History

Version	Date	Description	Editor
3.0.0.1	2012-10-31	Initial release	H.K Park