Printing a Rotated Image – Zebra Android Link-OS™ SDK – Java

This sample application allows you to select a rotation angle for an image taken by a camera or from an image gallery, and then print it over Bluetooth or TCP connection using new Zebra Link-OS SDK.

This application, developed using the Android SDK, is designed for any handheld device that runs on Android Version 4.1 or newer.

This updated code has a new User Interface (UI) and implements Zebra's Best Practices.

Note: This application is provided AS-IS, for example purposes only.

Technical Prerequisites

You must have:

- A Zebra printer with Bluetooth or WI-FI enabled capabilities.

- An Android device and Zebra Printer connected through Bluetooth or same WI-FI network.

Note: (Optional) – Android device has an enabled scanner

Connecting To Your Printer

1. Start the application on your Android device.

   The Print Rotated Image screen appears.

2. Do <u>one</u> of the following:
   - If connecting through WI-FI, select **IP/DNS**, type the IP address and port (default is 9100).
   - If connecting through Bluetooth, select **Bluetooth**, and enter the MAC address (it must be entered in lower cases without any gap).

   Note: Make sure the printer is on to properly connect.

Choosing a Rotation Angle and Image

1. Select **Choose Rotation**.

    The Print Rotated Image screen displays a drop-down menu.

2. Select a rotation angle.

3. Press **Choose an Image**.

   The Choose an Image drop-down menu appears.
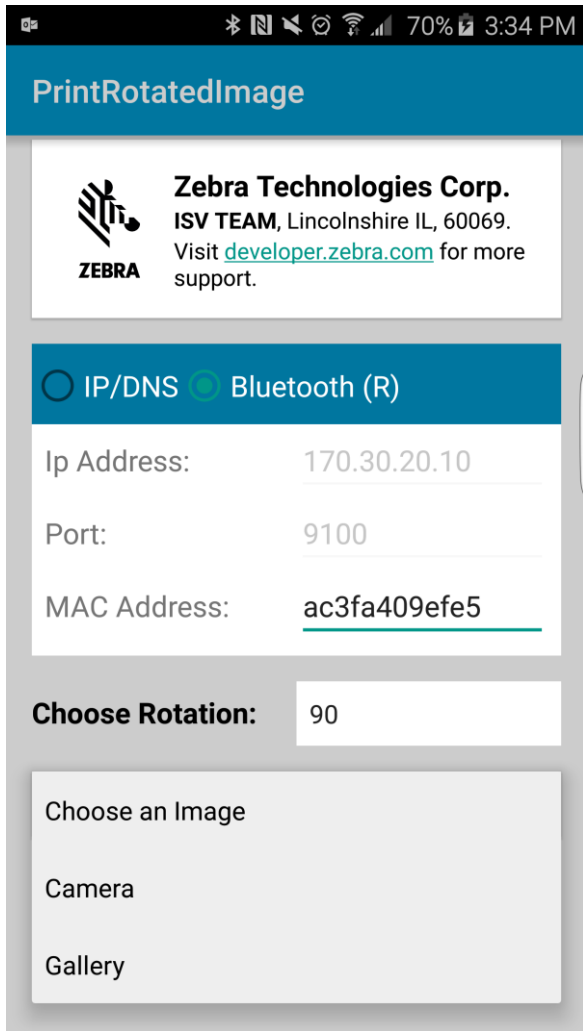
4. Select <u>one</u> of the following options:
   - Camera
   - Gallery

5. Navigate to the image that you desire.

6. Once you select the image, the application sends it to the printer and prints the image with the appropriate rotation angle.

For more information on developing Android solutions, go to <u>Getting Started with Android Development – Zebra Android Link-OS™ SDK</u>.

Document Control

Version	Date	Description
1	December, 2010	Initial Release
2	November, 2015	Updated the IDE from Eclipse to Android Studio. This updated code has a new User Interface (UI) and implements Zebra's Best Practices
3	July, 2017	Updated Gradle to version 3.3 and Build Tools to version 25.0.0

All links and information correct at time of writing

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