

Plugin SDK

Date: 24.08.2023

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#### 1. Overview

With the SDK, the functions of Green-Solutions can be integrated into your own applications.

#### 2. Note

A session is valid for a maximum of 2 hours.

#### 3. Conditions

You need a member account with Green Solutions.

The software company that implements the interface must have a "VendorKey" for authorisation with the web service. This must be requested from Green Solutions.

#### 4. How it works

The SDK provides all functions and GUI elements and can be called and controlled via an included DLL.

The plugin is installed by a setup at the customer and can be localised by your software via a special registry key:

HKLM\Software\Green-Solutions\PlantPrintPlugin\SDK

This DLL must then be linked by the software.

Updates etc. are carried out automatically by the plugin.

Note: If the registry key is not available, the functionality does not need to be offered.

### 5. Error handling

In the event of an error, error codes are returned.

#### 6. Initialisation

In order to use the functions of the web service, the Vendorkey of the software company must be transferred and the plugin must be installed.

#### **Function**

void PD\_Init(string vendor);

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
vendor	string	Necessary	Unique Vendor Key

#### 7. Deinit

You can end the session with this method.

#### **Function**

void PD\_Destroy();

### 8. Change language

You can change the language with this method.

#### **Function**

void PD\_SetLanguage(string value)

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
Value	string	Necessary	Language ("en" or "en-US")

### 9. Set host

You can change the host platform with this method.

#### **Function**

void PD\_SetHost(string host);

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
host	string	Necessary	No longer in use

## 10. Set parent window

With this method you can set the parent window.

#### **Function**

void PD\_SetParentWindow(HWND hParent);

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
hParent	HWND	Necessary	Handle of the parent windows

## 11. Add PDF output

Add a PDF that is automatically created after the signage is completed.

#### **Function**

void PD\_AddOutputPdf(string sFilename);

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
sFilename	string	Necessary	Output path for signage as PDF

### 12. Add picture output

Add a picture that is created when a picture is purchased.

### **Function**

```
void PD_AddOutputPhoto(string sFilename);
```

#### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
sFilename	string	Necessary	Output path for the picture

### 13. Add image output

Add an image that will be automatically created after the signage is completed.

#### **Function**

```
void PD_AddOutputThumbnail(string sFilename, int width, int height, bool
proportionalSmallest);
```

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
sFilename	string	Necessary	Output path for signage as an image
Width	int	Necessary	Width of the image in pixels
Height	int	Necessary	Height of the image in pixels
proportionalSmallest	bool	Necessary	Should the image be scaled proportionally on the longest or shortest side

### 14. Add metadata output

Add a file that contains all information about the signage in Json format. With the help of this file, all information can be read out and managed by the user.

#### **Function**

```
void PD_AddOutputMetaData(const wchar_t* sFilename);
```

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
sFilename	string	Necessary	Output path for the metadata file

### 15. Add key

There are various keys that are added and that predefine the input of the signage. This makes it possible, for example, to transfer the price or other parameters.

#### **Function**

```
void PD_AddKey(string* sName, string* sValue);
```

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
sName	string	Necessary	Name of the key (Complete list at the end of this document)
sValue	string	Necessary	Value

Which keys are actually used on the sign depends on the type of signage and the template selected. Not all templates contain all fields.

### 16. New signage

Calls the wizard and allows a new signage to be entered.

#### **Function**

```
BOOL PD_CreateProject();
```

#### **Answer**

TRUE(1) if it worked otherwise FALSE(0)

# 17. Edit existing signage

Calls the wizard and allows an existing signage to be edited.

#### **Function**

BOOL PD\_EditProject(long ID);

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
ID	long	Necessary	ID of the signage to be edited

#### **Answer**

TRUE(1) if it worked otherwise FALSE(0)

# 18. Edit existing signage and create new beforehand

Creates the new signage with the data that was transferred. Only then is the wizard called and allows the existing signage to be edited.

### **Function**

BOOL PD\_RecrateAndEditProject(long ID);

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
ID	long	Necessary	ID of the signage to be edited

#### **Answer**

TRUE(1) if it worked otherwise FALSE(0)

# 19. Query ID of signage after CreateProject

Returns the ID of the entered signage (required for EditProject).

#### **Function**

```
long PD_GetSignageID();
```

#### **Answer**

ID of the newly entered or edited signage

# 20. Query name of signage after CreateProject

Returns the name of the entered signage (to display).

### <u>Function</u>

```
string PD_GetSignageName();
```

#### **Answer**

Name of the newly entered or edited signage

### 21. Cancel Wizard

Cancels the Wizard for new entry or editing.

#### **Function**

```
void PD_Abort();
```

# 22. Call user data dialogue

Calls the dialogue that allows the user to change his or her logged-in user

#### **Function**

```
void PD_ PD_UserLoginDialog();
```

### 23. Purchase pictures

Calls up the picture search with the option to buy and download them directly

#### Attention:

Since the customer can purchase multiple pictures, this function delivers a new output with each purchase (see PD\_AddOutputPhoto)!

The files are numbered consecutively.

#### **Function**

```
BOOL PD_SelectPhoto(const wchar_t* sName);
```

### **Explanation of the parameters**

The following parameters are expected:

Parameter	Data type	Information	Description
sName	string	Optional	Search text according to which the pictures are to be filtered

### 24. Ordering system

Calls the ordering system to place documents in the shopping basket and then order them directly

#### **Function**

```
BOOL PD_OrderSystem();
```

### 25. Printing system

Calls the printing system to print documents directly

### **Function**

```
BOOL PD_PrintSystem();
```

### 26. Project managment

Calls the document management.

# **Function**

BOOL PD\_PrintProjects();

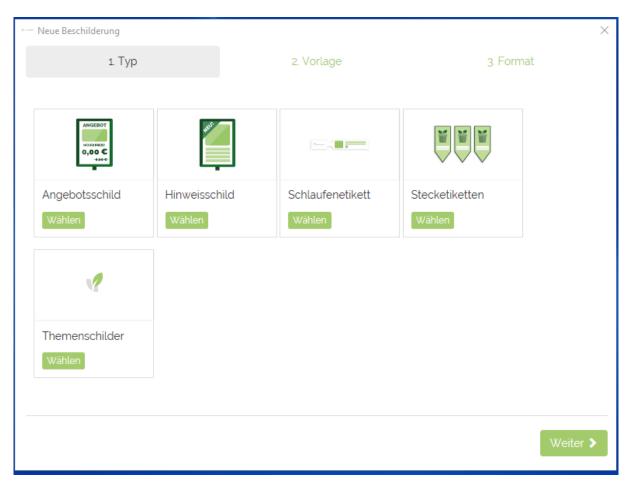
# **27.** Key

Name	Value		
Name	Name of the plant or products		
Text	Text		
Price	Price		
PriceOld	Original price		
PrintUnit	Price basis		
PriceBase	Base price		
PotSize	Pot size		
Plantgroup	Plant group		
Slogan	Slogan (from our advertising)		
Tease	Teaser (hardy)		
ShowEAN	Display EAN (1/0)		
ShowQR	Display QR (1/0)		
EAN	EAN-Code		
ForceLogin	User data is requested again		
DescriptionHtml	A description field with html formatting		

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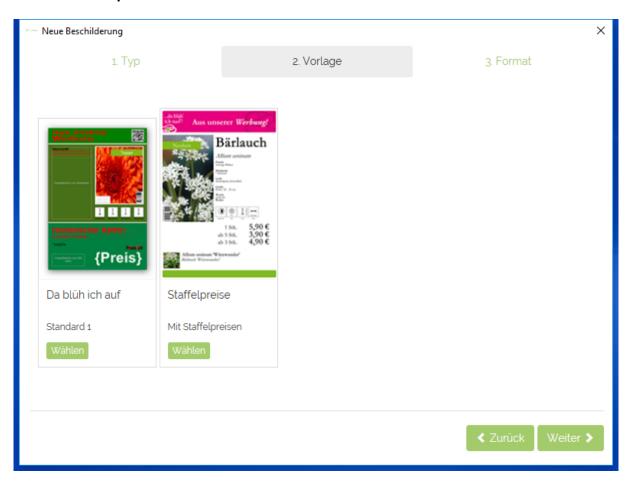
### 28. Screenshots

# 28.1 Type of signage

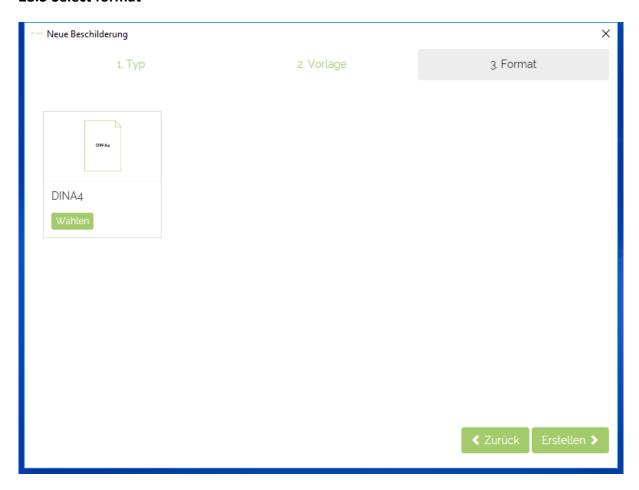


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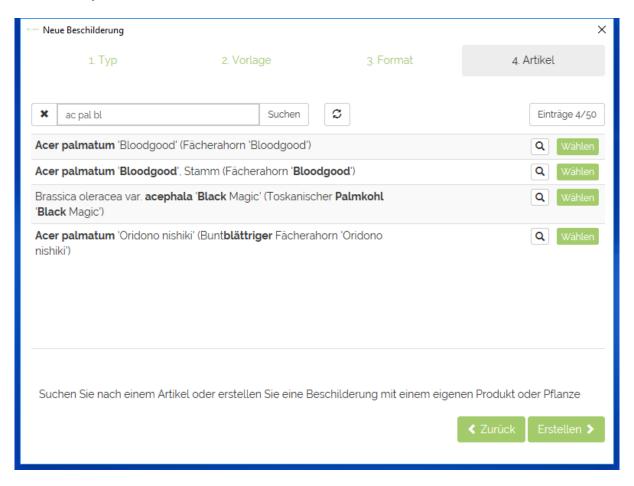
# 28.2 Select template



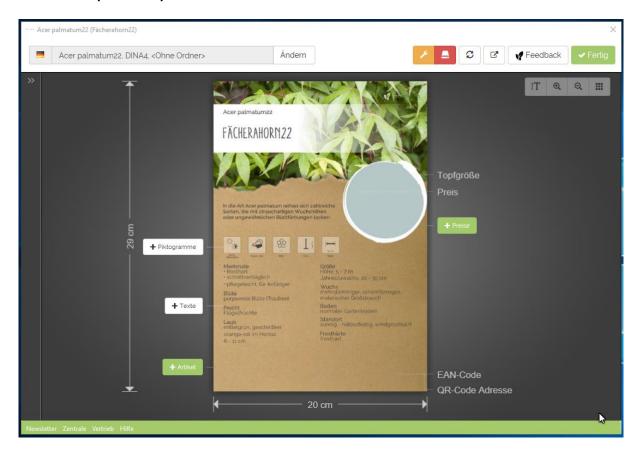
### 28.3 Select format



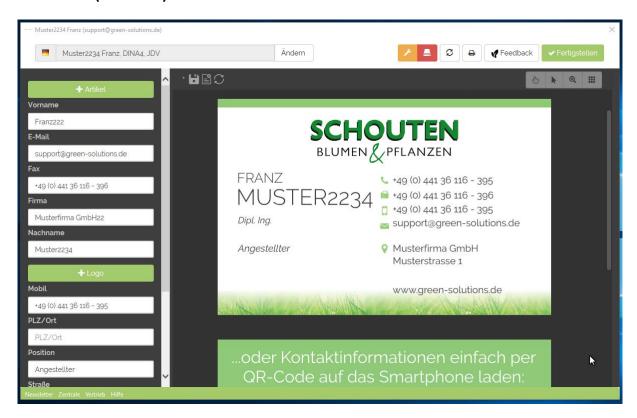
### 28.4 Select product



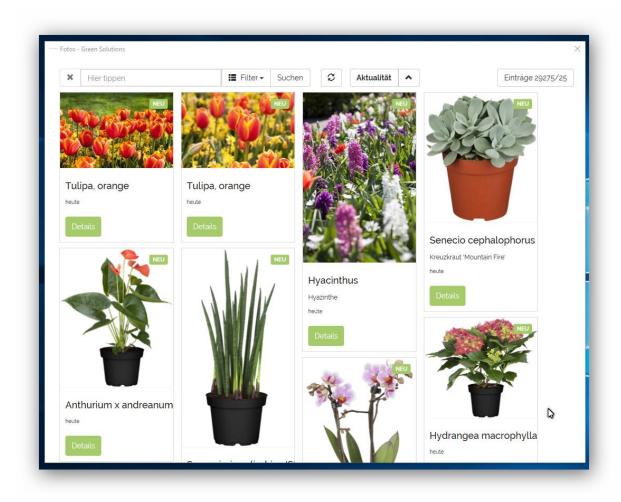
### 28.5 Editor (standard)



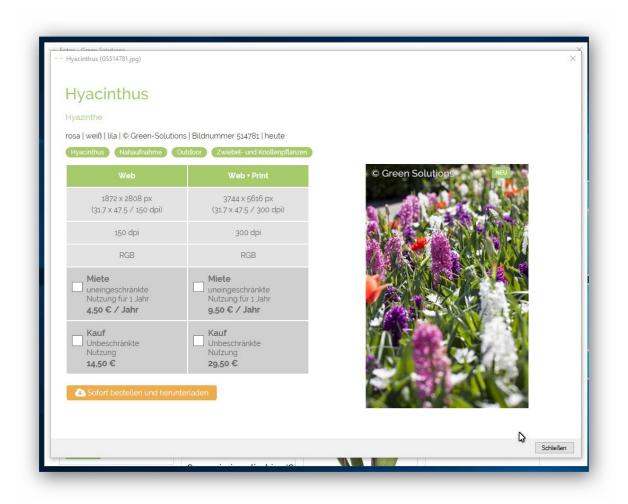
### 28.6 Editor (extended)



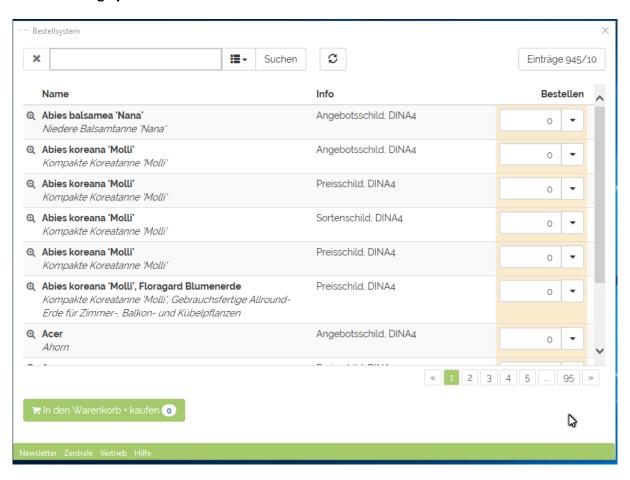
### 28.7 Picture search



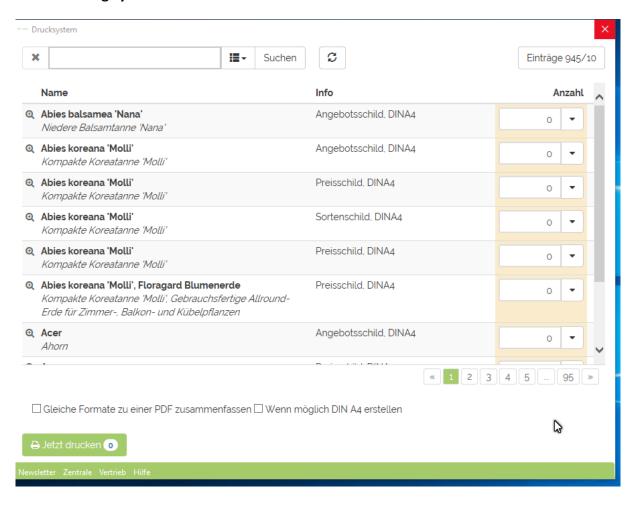
#### 28.8 Detail view



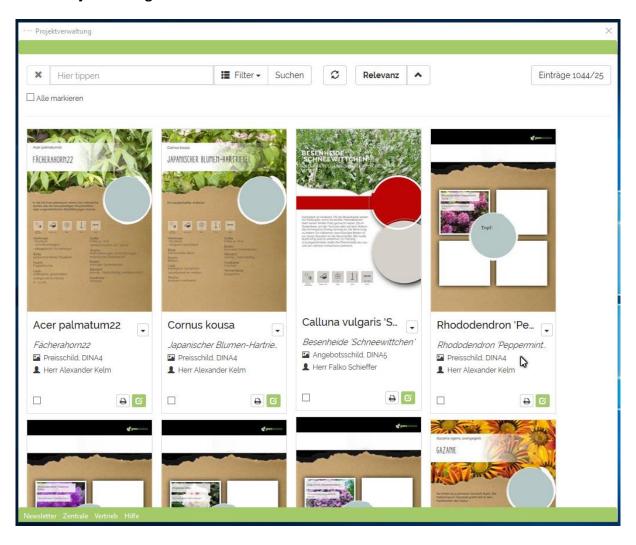
### 28.9 Ordering system



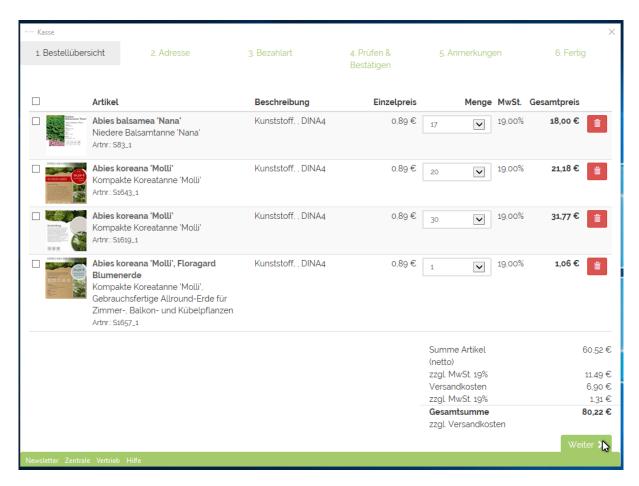
### 28.10 Printing system



### 28.11 Project management



#### 28.12 Checkout



### 29. Example calls

#### 29.1 Signage

```
PD_Init(L"gs");
PD_AddOutputPdf(L"c:\\temp\\output.pdf");
PD_AddOutputThumbnail(L"c:\\temp\\output100.png",100,100,true);
PD_AddOutputThumbnail(L"c:\\temp\\output600.png",600,600);*/
PD_AddKey(sKeyPrice,L"19,99 €");
PD_AddKey(sKeyShowQR,L"1");
PD_AddKey(sKeyName,L"Nova zembla");
PD_EditProject(12042);
long projectID = PD_GetSignageID();
const wchar t* sName = PD GetSignageName();
PD_Destroy();
29.2 Picture - Purchase
PlantPrintSDKWrapper.PD_Init("gs");
// Set to Beta Version
PlantPrintSDKWrapper.PD_SetHost("http://stage.app.green-solutions.net/");
PlantPrintSDKWrapper.PD_SetHost("http://stage.app.green-solutions.net/");
PlantPrintSDKWrapper.PD_AddOutputPhoto(System.IO.Path.Combine(@"c:\temp\", "output"));
PlantPrintSDKWrapper.PD_SelectPhoto("Gelbe Orchideen");
PlantPrintSDKWrapper.PD_Destroy();
```

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