Convert a wired printer into wireless with a Raspberry Pi



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I) <u>Introduction:</u>

At our school, we have the AJP Printer a.k.a Association des Jeunes Polytechniciens Printer (French name of Association of Young Polytechnicians) and it has been so annoying to move the printer from a room to another each time someone needs to use it, let along, plugging it every time, checking the connection via USB etc..

That is why, we came in with a solution to such problem: converting the wired AJP Printer into a wireless printer with a Raspberry Pi. We are five students from Tunisia Polytechnic School, and through this report, you'll find the different steps we passed through to implement such project.

With a \$25 RPi Model A, a \$2 power supply, a \$5 SD card and a \$5 of LEDs and resistors, it is possible to turn almost any wired printer to a wireless one thanks to CUPS software, a Rapsberry Pi, and some programming skills. Let's go!

II) <u>CUPS:</u>

1) Set up your Raspberry Pi:

The Raspberry Pi is a single-board computer developed in the United Kingdom by the Raspberry Pi Foundation to promote teaching of basic computer science in schools and in developing countries.

Since it is a "computer", it needs an operating system, and the most common one that runs on it is called "Raspbian". Setting up the Raspberry Pi is not the primary objective of this project, that is why, you can follow this short tutorial on how to set up your Raspberry Pi:

https://youtu.be/wjWZhV1v3Pk



2) Set up CUPS:

As you already know, every device needs a driver, and it is the case for printers too. This is where CUPS come in. CUPS (Common UNIX Printing System) is a modular printing system for Unix-like computer operating systems which allows a computer to act as a print server. In short, CUPS is a printer driver to make Linux work more like Windows with printers.

Obviously, we will not use the "server" option. We will create our own client/server connection, using sockets, in order to print files from different computers connected to the Raspberry Pi.

1- To install it, type this into the terminal:

sudo apt-get install cups

2- After that add yourself to the CUPS admin files, with:

sudo usermod -a -G Ipadmin username

3- Since CUPS doesn't have a standalone GUI, you connect to it with a web browser. You can find your IP address by typing in terminal:

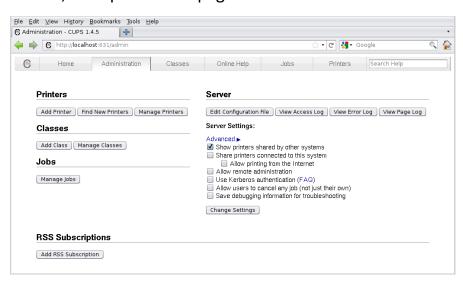
ip addr show

4- Then enter into a web browser:

IPAddress:631

PS: 631 being the CUPS default port number.

5- Click the "printers" tab and find the driver for your printer model. Install it, then print a test page.



PS: Our AJP Printer model belongs to EPSON L220 Series.

PPS: In case of not finding your printer's driver in the drivers list, you can try to Google it, or choose the closest version to it.

III) Client/Server:

1) Server code:

Below, you can find the fully commented server code of the Raspberry Pi using sockets.

```
1. import socket #Import socket library -> File recieving
2. import os #Import os library -> File printing through bash
3. import RPi.GPIO as GPIO #Import GPIO library -> Turn high/low some LEDs
4. import sys #Import sys library -> Exit in case of error
5.
6. def errorFunction(errorString): #Function that generates the different errors
8.
       if (errorString=="socketCreationError"):
9.
            print("Failed to create socket!") #Print error message
10.
            GPIO.output(redLED,True) #Turn redLED high
            GPIO.output(greenLED, False) #Turn greenLED low
11.
12.
            sys.exit() #Exit in case of error
13.
14.
       elif (errorString=="bindError"):
15.
            print("Failed to bind socket!")
16.
            GPIO.output(redLED,True)
17.
            GPIO.output(greenLED,False)
18.
            sys.exit()
20.
       elif (errorString=="listenError"):
            print("Failed to listen to connections!")
21.
22.
            GPIO.output(redLED,True)
23.
            GPIO.output(greenLED,False)
24.
            sys.exit()
25.
26.
       elif (errorString=="connectionError"):
27.
            print("Failed to accept connection!")
28.
            GPIO.output(redLED,True)
29.
            GPIO.output(greenLED,False)
30.
           sys.exit()
31.
32.
        elif (errorString=="sendDataError"):
            print("Failed to send data!")
33.
34.
            GPIO.output(redLED,True)
35.
            GPIO.output(greenLED,False)
36.
            sys.exit()
37.
38. def liveServer(s,redLED,yellowLED,greenLED): #Function for live server
39.
40.
       while True: #Loop for live server -> Recieve many files
41.
42.
            print("Server is listening...") #Print welcome message
43.
            GPIO.output(greenLED,True) #Turn greenLED high
44.
            GPIO.output(redLED, False) #Turn redLED low
45.
           GPIO.output(yellowLED,False) #Turn yellowLED low
46.
47.
48.
                conn, address = s.accept() #Accept request to recieve data
            except socket.error:
49.
```

```
errorFunction("connectionError")
50.
51.
52.
            fileName = conn.recv(1024) #Recieve file name
53.
54.
            conn.send(b"fileName recieved") #Give the client the confirmation to send th
   e file
55.
56.
            f = open('/home/pi/'+fileName,'wb') #Open new file in binary
57.
58.
            while True: #Loop to recieve the whole file
59.
60.
                GPIO.output(yellowLED,True) #Turn yellowLED high
61.
                try:
62.
                    data = conn.recv(1024) #Recieve data
63.
                except:
                    break #Break in case of error from sender
64.
65.
66.
                f.write(data) #Write data into file
67.
68.
                if not data: #If the buffer is empty i.e. the whole file is sent
69.
                    GPIO.output(yellowLED,False) #Turn yellowLED low
70.
                    break
71.
72.
            f.close() #Close the file
            conn.close() #Close the connection
73.
74.
            os.system("lp -
  d EPSON_L220_Series "+fileName) #Bash command to print the file
75.
76. GPIO.setwarnings(False) #Do not show GPIO clean-up warnings
78. GPIO.setmode(GPIO.BOARD) #Choose broadway numbering mode
79.
80. redLED = 7 #High when error is occured
81. yellowLED = 3 #High when someone is sending
82. greenLED = 5 #High when server is live
83.
84. GPIO.setup(redLED,GPIO.OUT) #Set redLED to output
85. GPIO.setup(greenLED, GPIO.OUT) #Set greenLED to output
86. GPIO.setup(yellowLED, GPIO.OUT) #Set yellowLED to output
87.
88. try:
89.
       s = socket.socket() #Create a socket
90. except socket.error:
       errorFunction("socketCreationError")
91.
92.
93. host = "" #Accept any host
94. port = 8000 #Any non well-known port can be written here
95.
96. try:
97.
       s.bind((host,port)) #Create connection with host on port
98. except socket.error:
99.
        errorFunction("bindError")
100.
101.
           try:
102.
               s.listen(10) #Accept up to 10 connections
103.
           except socket.error:
               errorFunction("listenError")
104.
105.
           liveServer(s,redLED,yellowLED,greenLED) #Call liveServer() function
106.
107.
108.
           s.close() #Close the socket
109.
```

<u>Note</u>: To make Raspberry Pi run the program in its startup, we followed this procedure:

<u>lxterminal</u> is not a good choice because it is riddled with bugs. We needed to install another terminal program, **xterm**:

sudo apt-get install xterm

Create the directory ~/.config/autostart if it doesn't already exist:

mkdir -p ~/.config/autostart

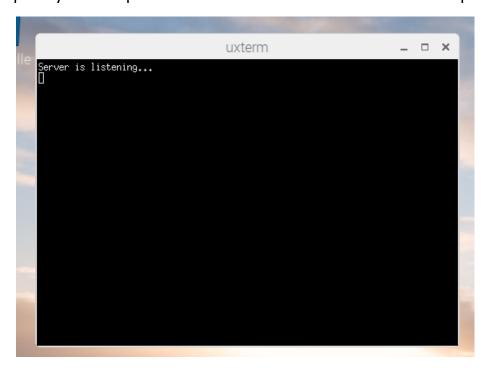
Create the file **~/.config/autostart/lxterm-autostart.desktop** with nano:

nano ~/.config/autostart/lxterm-autostart.desktop

And put this in it:

[Desktop Entry]
Encoding=UTF-8
Name=AJP Printer
Comment=Welcome to AJP Printer
Exec=/usr/bin/lxterm -e 'sudo python /home/pi/ServerZ.py'

Now, Raspberry Pi will open this terminal window on the next startup:



2) Client code:

Below, you can find the fully commented client code of the Raspberry Pi using sockets.

```
1. import socket #Import socket library -> File sending
2. from tkinter import * #Import Tkinter library -> Graphic interface
3. import tkinter.filedialog as fdialog #-> Get fileName from the browse button
4. from urllib.request import urlopen #-> Get logoImage from the internet
5. import base64 #-> Image encoding purposes
6.
7. def errorFunction(errorString): #Function that generates the different errors
8.
        errorMessage=Label(app,text="\n"+errorString+"\n")
9.
10.
       errorMessage.pack()
11.
12. def fileFind(): #Function to browse the file
13.
       file = fdialog.askopenfile(filetypes=[("PDF (.pdf)","*.pdf"),("Document (.doc)",
14.
   "*.doc"),("DocumentX (.docx)","*.docx")])
15.
        global fileName
16.
       fileName = file.name
17.
18. def clientCode(): #Function for client
19.
20. try:
21.
            s = socket.socket(socket.AF_INET, socket.SOCK_STREAM) #Create a socket
22.
       except socket.error:
           errorFunction("Failed to create socket!")
23.
24.
25.
       host = "192.168.6.116" #The IP address of the server
26.
       port = 8000 #The port used by the server
27.
28.
29.
            s.connect((host,port)) #Create connection with host on port
30.
       except socket.error:
31.
           errorFunction("Failed to connect to host!")
32.
33.
       try:
34.
           s.send(fileName.split('/')[-1].encode()) #Send fileName
35.
       except socket.error:
36.
           errorFunction("Failed to send fileName!")
37.
38.
       try:
            confirmation = s.recv(1024) #Get the confirmation from the server
39.
40.
       except socket.error:
            errorFunction("Server is not responding!")
41.
42.
        if confirmation==b'fileName recieved':
43.
44.
            f = open(fileName, "rb") #Open the file to be sent
45.
46.
47.
            data = f.read(1024) #Send the file
48.
            while (data):
49.
                s.send(data)
50.
                data = f.read(1024)
51.
52.
            reception=Label(app,text="\nFile sent successfully. Go take your documents f
   rom D32.\n") #Confirm sending to the user
53.
            reception.pack()
54.
        s.close() #Close the socket
55.
56.
```

```
57. """------Tkinter Interface-----"""
59. app=Tk() #Create Tkinter object
60. app.title("Printing Service") #Make window title
61. app.geometry("600x400") #Make window size
63. #Insert TPS logo
64. image_url="https://i.imgur.com/ALtEouU.gif"
65. image_byt = urlopen(image_url).read()
66. image b64 = base64.encodestring(image byt)
67. photo =PhotoImage(data=image_b64)
68. w = Label(app, image=photo)
69. w.pack()
70. ent = Entry(app)
71.
72. #Insert welcome message
73. welcome=Label(app,text="\nWelcome to the AJP's printing service\n")
74. welcome.config(font=('tahoma',15,'bold'))
75. welcome.pack()
76.
77. #Button browse a file
78. browseButton = Button(app, text='Browse a File', command=fileFind)
79. browseButton.place(relx=0.5, rely=0.5, anchor=CENTER)
80. browseButton.pack()
82. #For organizational purposes
83. space=Label(app,text="\n")
84. space.config(font=('tahoma',2,'bold'))
85. space.pack()
86.
87. #Button print
88. printButton = Button(app, text='Print', command=clientCode)
89. printButton.place(relx=0.5, rely=0.5, anchor=CENTER)
90. printButton.pack()
91.
92. app.mainloop() #Let Tkinter in a loop
```

Note: In order to convert the python file clientCode.py into an executable file clientCode.exe to make it easier for the user, we followed the different steps in this tutorial:

https://youtu.be/IOIJIk maO4

After dealing with the first part of the video, you just need to Shift + Right click next to the py file you want to convert to exe file and choose:



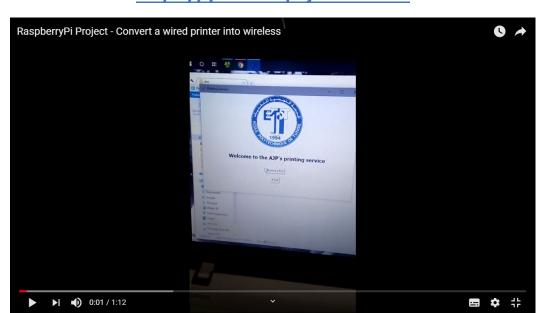
In the command window, you just need to type:

pyinstaller -w -F -i "C:\Users\Lenovo\Desktop\logoEPT.ico" clientCode.py

- -w: to remove the console that appears when you click on the executable
- -F: to make the executable in a single folder
- -i: to add an icon to the executable

3) Video simulation:

Below, you can find a video simulation of the implementation of the project:



https://youtu.be/XjJnvkOo0a0

IV) Conclusion:

To summarize, we used sockets to create a connection between the Raspberry Pi (a server) and a student from our school (a client) in order to print a file using the new AJP Wireless Printer.

We hope that you liked this project and we hope it gives you motivation to implement a similar work. As you can see, Raspberry Pi is very useful in embedded systems and Internet of Things.

V) <u>References:</u>

https://www.coursera.org/learn/raspberry-pi-interface

https://www.instructables.com/id/Turn-any-printer-into-a-wireless-printer-with-a-Ra/

https://www.raspberrypi.org/forums/viewtopic.php?t=66206

https://www.youtube.com/watch?v=wjWZhV1v3Pk

https://www.youtube.com/watch?v=lOlJlk_maO4