

Blog Series Developing Apps in Android & C# with the ZC300 Series Printers

After the ZC100/300 series card printer was launched in May, we wanted to promote the usage of the new SDKs developed (Android, C#) for these devices. In this new blog series, we will be going from the simplest app you can build in Android to the one a little more advanced you can implement with SmartCards in Windows by using our new C# SDK for .NET environment.

The blog series will be covering the following use cases:

- 1.) Android App to print one sided card through TCP/USB
- 2.) Android App to print double sided card with 3 layers through TCP/USB
- 3.) Android App to print double sided card with 3 layers through TCP/USB, but with templates
- 4.) C# App to print one sided card and to encode with Elatec encoder

In this first blog, we will focus on developing a simple app in Android by using our new Android SDK for ZC100/300 card printers.

This basic app will have two activities, one to control and manage the TCP communication, and the second one to control the USB communication.

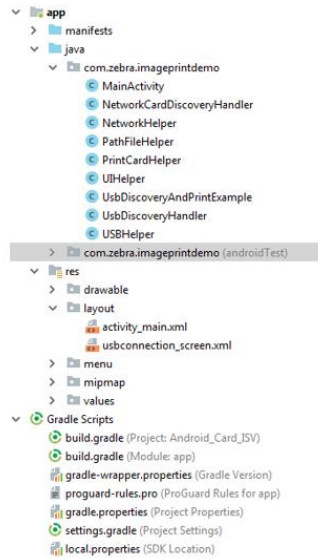
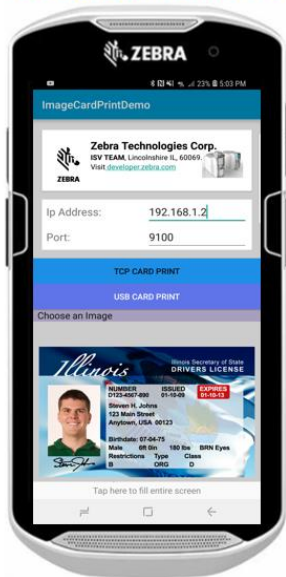
Developing my first Android App with ZC100/300



The user will need to enter the TCP address manually, so here, you will need to be sure that both, the printers and the devices, are in the same network. The test was done with a printer connected with RJ45 cable through a small Netgear WiFi/router and a TC51 connected through the WiFi.

The app will allow you to select a simple image from the gallery or any other location on your Android device. The sample code has a sample picture (DriversLicense_Name.bmp) that you can utilize for testing purposes.

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Four Helper file classes

- Network
- PathFile
- USB
- Print



The app has some utility classes to control the printing, path file of the file selected and the printing portion for one layer (one image) in this case.

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```
public class NetworkHelper {

    public NetworkHelper() {}

    protected void getPrinterStatusOverTop(String theIpAddress, String port) throws ConnectionException, SettingsException, ZebraCardException {
        Connection connection = new TopConnection(theIpAddress, Integer.parseInt(port));
        ZebraCardPrinter zebracardPrinter = null;

        try {
            connection.open();
            zebracardPrinter = ZebraCardPrinterFactory.getInstance(connection);

            PrinterStatusInfo printerStatusInfo = zebracardPrinter.getPrinterStatusInfo();
            System.out.format("Status: %s\n", printerStatusInfo.status);
            System.out.format("Alarm: %s (%s)\n", printerStatusInfo.alarmInfo.value, printerStatusInfo.alarmInfo.description);
            System.out.format("Error: %s (%s)\n", printerStatusInfo.errorInfo.value, printerStatusInfo.errorInfo.description);
            System.out.format("Total jobs: %s\n", printerStatusInfo.jobTotal);
            System.out.format("Pending jobs: %s\n", printerStatusInfo.jobPending);
            System.out.format("Active jobs: %s\n", printerStatusInfo.jobActive);
            System.out.format("Completed jobs: %s\n", printerStatusInfo.jobComplete);

            PrinterInfo printerInfo = zebracardPrinter.getPrinterInformation();
            System.out.format("Vendor: %s\n", printerInfo.vendor);
            System.out.format("Model: %s\n", printerInfo.model);
            System.out.format("SerialNumber: %s\n", printerInfo.serialNumber);
            System.out.format("USB Code: %s\n", printerInfo.oemCode);
            System.out.format("Firmware Version: %s\n", printerInfo.firmwareVersion);

        } catch (ConnectionException e) {
            // Handle communications error here.
            e.printStackTrace();
        } finally {
            // Release resources and close the connection
            zebracardPrinter.destroy();
            connection.close();
        }
    }
}
```

NetworkHelper & UsbHelper

- Creates a quick TCP/USB Connection to capture basic information of the printer to review printer status before to send the print jobs and also to verify printer information as vendor, model, serial number, OEM code and firmware version.

PathFile & UI

- To manage other subroutines needed to show messages and render the address of the files in Android Mobil Phone.



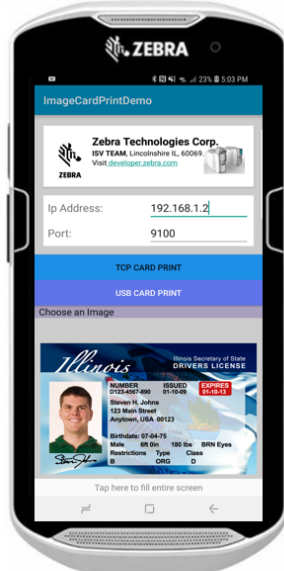
The Network Helper and USB helper are just simple helper classes that will allow you to capture printer status information (printerStatusInfo) and printer information (printerInfo), and this information would be useful to build more complex logic in your future apps where you want to add some intelligence to automatize processes of recognition of printers or ribbons, or to monitor/control the supplies consumption with the ribbon odometers etc.

```

I/System.out: Status: 192.168.1.2
                Status: 9100
I/System.out: Status: idle
                Alarm: 0 (System: No error)
                Error: 0 (System: No error)
                Total jobs: 1
                Pending jobs: 0
                Active jobs: 0
I/System.out: Completed jobs: 1
                Vendor: Zebra
                Model: ZC350
                SerialNumber: C3J180400109
                OEM Code: ZUSA01
                Firmware Version: V201.01.01

```

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Use Case – **Select an image and send to print front-side** Basic Requirements:

Devices

- Zebra Card Printer – ZC300
- Zebra Mobile Computer – TC51

Communication

- TC51(WiFi) – ZC300 through Ethernet

Formatting Language

- Print Job (xml)

Platform

- Android


Data

- Local app



The use case of this simple app is summarized with the template shown on the image above. The first step is you need to define the devices to be used, and, in this case, we decided to use a ZC300 printer with a Zebra TC51 mobile computer working in Android 7.1.2. The communication will be conducted through WiFi. Remember that the printer is connected physically to the router with a RJ45 connector. The formatting language is determined with a scheme in XML with data.

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```


buttonCardNetwork.setOnClickListener(new View.OnClickListener() {
    public void onClick(View v) {
        Thread threadmac = new Thread(new Runnable() {
            @Override
            public void run() {
                try {
                    Connection connection = null;
                    ZebraCardPrinter printer = null;
                    ip = ipAddressEditText.getText().toString();
                    System.out.format("Status: %s\n", ip);
                    port = portNumberEditText.getText().toString();
                    System.out.format("Status: %s\n", port);
                    tcpCardHandler.getPrinterStatusOverTcp(ip, port);
                    connection = new TcpConnection(ip, Integer.parseInt(port));
                    printer = ZebraCardPrinterFactory.getInstance(connection);
                    if (printer != null) {
                        printthisCard.printCard(printer, uriTransferPath, context);
                    }
                } catch (Exception e) {
                    System.out.format("Status: %s\n", e.getMessage());
                }
            }
        });
        threadmac.start();
    }
});

```

Using a Thread to open a quick connection

Once you select the image to be printed, the app will allow a preview of the image as seen in the pic above. When the button “TCP Card Print” is clicked, then the Main Activity will call `PrintCardHelper.printCard`. This method transfers the printer object created, and the reference path of the image selected to the printing helper class.

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```

protected void printCard(ZebraCardPrinter printer, String pathImage, final Context context) throws ZebraCardException, ConnectionException,
IOException, SettingsException, ZebraIllegalArgumentException {
    ZebraGraphics graphics = null;
    try {
        List<GraphicsInfo> graphicsData = new ArrayList<GraphicsInfo>();
        graphics = new ZebraCardGraphics(printer);

        generatePrintJobImage(graphics, graphicsData, pathImage);

        int jobId = printer.print(1, graphicsData);
        pollJobStatus(printer, jobId, context);

        final JobStatusInfo jStatus = printer.getJobStatus(jobId);
        this.runOnUiThread(new Runnable() {
            public void run() {
                Toast.makeText(context.getApplicationContext(), "Job completed: " + jStatus.printStatus, Toast.LENGTH_LONG).show();
                System.out.format("Job Completed: %s\n", jStatus.printStatus);
            }
        });
    } finally {
        if (graphics != null) {
            graphics.clear();
            graphics.close();
        }
    }
}

```

Building the layers

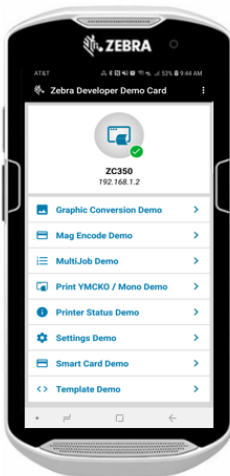
Sending the print job to the printer

Monitoring the job status

In the `PrintCard` method, the first method called is the `generatedPrintJobImage` that will be taking care of building the layers, in this case only one layer. The second method that is called is “`printer.print`” and it will send the print job to the printer, and, in response, it returns an integer that is captured by `JobID`.

The final method called is the “pollJobStatus” which will be monitoring the print job until this is finished correctly, or, stopped by any error that is generated by the printer during the process (No cards, ribbon exhausted, etc).

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```

@Override
protected void onPreExecute() {
    super.onPreExecute();
    if (onManualConnectionListener != null) {
        onManualConnectionListener.onManualConnectionStarted();
    }
}

@Override
protected void doInBackground(Void... voids) {
    TcpConnection connection = null;
    try {
        connection = getTcpConnection(ipAddress);
        connection.open();


        Map<String, String> discoveryDataMap = DiscoveryUtilCard.getDiscoveryDataMap(connection);
        String model = discoveryDataMap.get("MODEL");
        if (model != null) {
            if (!model.toLowerCase().contains("exp1") && !model.toLowerCase().contains("exp3")) {
                printer = new DiscoveredCardPrinterNetwork(discoveryDataMap);
            } else {
                throw new ConnectionException(weakContext.get().getString(R.string.printer_model_not_supported));
            }
        } else {
            throw new SettingsException(weakContext.get().getString(R.string.no_printer_model_found));
        }
    } catch (Exception e) {
        exception = e;
    } finally {
        ConnectionHelper.cleanUpQuietly(zebraCardPrinter, connection);
    }

    return null;
}

@Override
protected void onPostExecute(Void aVoid) {
    super.onPostExecute(aVoid);
    if (onManualConnectionListener != null) {
        onManualConnectionListener.onManualConnectionFinished(exception, printer);
    }
}

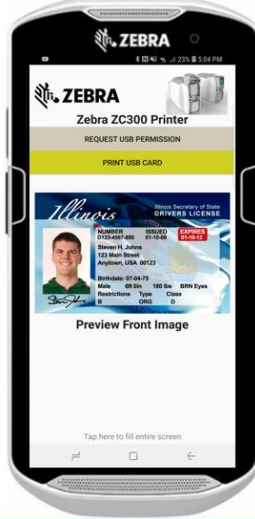
```

Connection doing on Background



For this testing purposes, the printing portion was executed in a thread directly from the MainActivity and USBDiscoveryAndPrintExample which is useful if you want to do a quick proof of the concept or demo. However, it is recommended that your production apps implement the recommended best practice that is the execution of the printing portion on the background of the app as shown in the above image (Screenshot taken from our SDK sample code that come with [Multiplatform SDK](#)).

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```

IntentFilter filter = new IntentFilter(ACTION_USB_PERMISSION);

// Catches intent indicating if the user grants permission to use the USB device
private final BroadcastReceiver mUsbReceiver = (context, intent) -> {
    String action = intent.getAction();
    if (ACTION_USB_PERMISSION.equals(action)) {
        synchronized(this) {
            UsbDevice device = (UsbDevice) intent.getParcelableExtra(UsbManager.EXTRA_DEVICE);
            if (intent.getBooleanExtra(UsbManager.EXTRA_PERMISSION_GRANTED, false)) {
                if (device != null) {
                    hasPermissionToCommunicate = true;
                }
            }
        }
    }
};

```

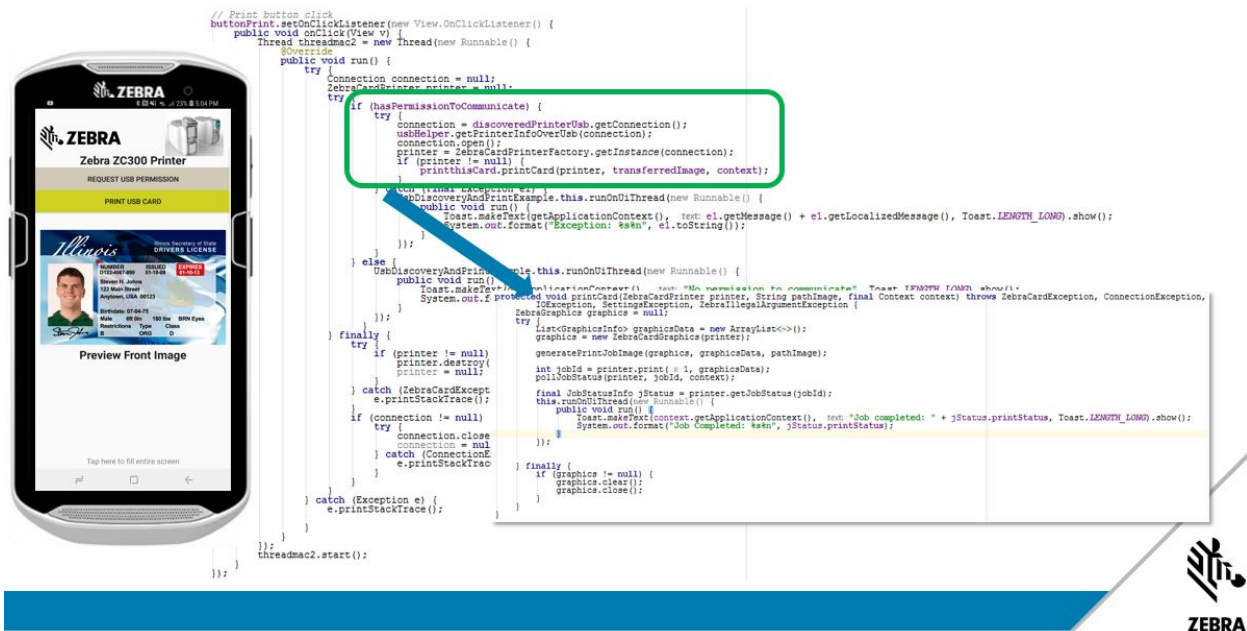
Usb permission to have access to USB port First, then, you can open the port for communication



For the USB communication to the printer, this sample code was tested with a Samsung Galaxy 5 and Android 6.0.1. The USB printing requires that you implement a BroadcastReceiver, so the USB permission would be granted when it is requested, you can implement it without ask to the user to click on the button.

Once the permission is granted, then you will be able to connect the USB port (please, remember that it was tested only with a OTG cable with Samsung Galaxy 5 and Android 6.0.1). The sample code does not support USB-C or USB type C port for USB communication with OTG cable to communicate to ZC300 printers.

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The sequence for USB would be the same that was implemented with the TCP connection once the communication was created, the printer was connected, and the CardPrint class was loaded.

We hope you have enjoyed this new blog series that will allow you to speed up your knowledge and integration of the new card Printer SDKs with your apps.

If you have any question or comments, please, post your comments below.