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combit List & Label

Sample for COBOL

Foreword

The following samples are not ready to compile or run. The function calls to open / close a List & Label job, error handling and much more is missing. The samples are only for informational purpose, they should just show how to integrate List & Label into a COBOL application.

The used List & Label constants have to be defined in COBOL syntax. The easiest way is to transfer them from the C/C++ header file "cmbtLL??.h" (?? indicates the List & Label version number, e.g. 14, 15, …) to COBOL. The header file can be found in the Visual C++ subdirectory and can be opened with any text editor.

A sample for a C++ definition of a constant:

```
#define LL_PROJECT_LABEL (1)
```

This has to be translated to COBOL syntax. For instance:

```
78 LL-PROJECT-LABEL value 1.
```

There might exist a tool in the COBOL development environment that could do this job automatically (it might be called "H2CPY").

Invoking the Designer

```
*************************************************************************************
*   This COBOL Sample starts the Designer of List & Label.
*   Two fields will be defined: 'Itemnumber' and 'Description'
*
*   Copyright (c) combit GmbH
*************************************************************************************
[...]

    MOVE "LLDEMO.LBL" & X"00" TO PROJECTNAME
    MOVE LL-PROJECT-LABEL TO PROJECTTYPE
    MOVE "Label Designer" & X"00" TO WINDOWTITLE

* Define 'Itemnumber' and 'Description' and povide dummy date

    MOVE "Itemnumber" TO VARIABLE-NAME
    MOVE "SampleItemnumber" TO VARIABLE-CONTENTS
    CALL WINAPI "LlDefineVariableA"
            USING BY VALUE JOB-HANDLE
                BY REFERENCE VARIABLE-NAME
                BY REFERENCE VARIABLE-CONTENTS
            RETURNING RC-INT
    END-CALL
    MOVE "Description" TO VARIABLE-NAME
    MOVE "SampleDescription" TO VARIABLE-CONTENTS
    CALL WINAPI "LlDefineVariableA"
            USING BY VALUE JOB-HANDLE
                BY REFERENCE VARIABLE-NAME
                BY REFERENCE VARIABLE-CONTENTS
            RETURNING RC-INT
    END-CALL

* Start Designer

    CALL WINAPI "LlDefineLayoutA"
        USING BY VALUE JOB-HANDLE
            BY VALUE WINDOW-HANDLE
            BY REFERENCE WINDOWTITLE
            BY REFERENCE PROJECTNAME
            BY VALUE PROJECTTYPE
        RETURNING RC-INT
      END-CALL

[...]
```

Printing a Label

```
********************************************************************************
*   This COBOL sample prints 1 Label using List & Label. For demon-
*   stration purposes data is being fetched from an array MYDATA
*   (normally a record set access would happen there).
*
*   Copyright (c) combit GmbH
********************************************************************************
[...]

* Start preview print process of label "LLDEMO.LBL":

    MOVE "LLDEMO.LBL" & X"00" TO PROJECTNAME
    MOVE LL-PRINT-PREVIEW TO PRINTOPTIONS
    MOVE LL-PROJECT-LABEL TO PROJECTTYPE
    MOVE LL-BOXTYPE-BRIDGEMETER TO BOXTYPE
    MOVE "Label Printing" & X"00" TO WINDOWTITLE

    CALL WINAPI "LlPrintWithBoxStartA"
        USING BY VALUE JOB-HANDLE
              BY VALUE PROJECTTYPE
              BY REFERENCE PROJECTNAME
              BY VALUE PRINTOPTIONS
              BY VALUE BOXTYPE
              BY VALUE WINDOW-HANDLE
              BY REFERENCE WINDOWTITLE
        RETURNING RC-INT
    END-CALL

* Define all variables of the record to be printed (in this case Itemnumber + Description):
* fetch data from data source (in this case for demonstration the contents of array MYDATA)

    MOVE "Itemnumber" TO VARIABLE-NAME
    MOVE MYDATA (1) TO VARIABLE-CONTENTS
    CALL WINAPI "LlDefineVariableA"
             USING BY VALUE JOB-HANDLE
                   BY REFERENCE VARIABLE-NAME
                   BY REFERENCE VARIABLE-CONTENTS
             RETURNING RC-INT
    END-CALL
    MOVE "Description" TO VARIABLE-NAME
    MOVE MYDATA (2) TO VARIABLE-CONTENTS
    CALL WINAPI "LlDefineVariableA"
             USING BY VALUE JOB-HANDLE
                   BY REFERENCE VARIABLE-NAME
                   BY REFERENCE VARIABLE-CONTENTS
             RETURNING RC-INT
    END-CALL

* Print label
    CALL WINAPI "LlPrint"
        USING BY VALUE JOB-HANDLE
        RETURNING RC-INT
    END-CALL
```

```
* Finish print process
     MOVE 0 TO PAGES
     CALL WINAPI "LlPrintEnd"
         USING BY VALUE JOB-HANDLE
              BY VALUE PAGES
         RETURNING RC-INT
     END-CALL

 * Show preview
     MOVE "." & X"00" TO PATH.
     CALL WINAPI "LlPreviewDisplayA"
         USING BY VALUE JOB-HANDLE
              BY REFERENCE PROJECTNAME
              BY REFERENCE PATH
              BY VALUE WINDOW-HANDLE
         RETURNING RC-INT
       END-CALL

[...]
```