

Examples for COBOL

combit List & Label



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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'
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[...]
   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 "LIDefineVariableA"
         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 "LIDefineVariableA"
         USING BY VALUE JOB-HANDLE
             BY REFERENCE VARIABLE-NAME
             BY REFERENCE VARIABLE-CONTENTS
         RETURNING RC-INT
   END-CALL
* Start Designer
   CALL WINAPI "LIDefineLayoutA"
      USING BY VALUE JOB-HANDLE
         BY VALUE WINDOW-HANDLE
         BY REFERENCE WINDOWTITLE
         BY VALUE PROJECTTYPE
         BY REFERENCE PROJECTNAME
     RETURNING RC-INT
    END-CALL
[...]
```

Printing a Label

CALL WINAPI "LIPrint"

```
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).
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                                **************
* 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 "LIPrintWithBoxStartA"
      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 "LIDefineVariableA"
         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 "LIDefineVariableA"
         USING BY VALUE JOB-HANDLE
             BY REFERENCE VARIABLE-NAME
             BY REFERENCE VARIABLE-CONTENTS
         RETURNING RC-INT
   END-CALL
* Print label
```



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```
USING BY VALUE JOB-HANDLE
RETURNING RC-INT
END-CALL
```

* Finish print process

MOVE 0 TO PAGES

CALL WINAPI "LIPrintEnd"

USING BY VALUE JOB-HANDLE

BY VALUE PAGES

RETURNING RC-INT

END-CALL

* Show preview

MOVE "." & X"00" TO PATH.

CALL WINAPI "LIPreviewDisplayA"

USING BY VALUE JOB-HANDLE

BY REFERENCE PROJECTNAME

BY REFERENCE PATH

BY VALUE WINDOW-HANDLE

RETURNING RC-INT

END-CALL

[...]

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