AirPrint

Session 234

Howard Miller

Printing Engineering

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

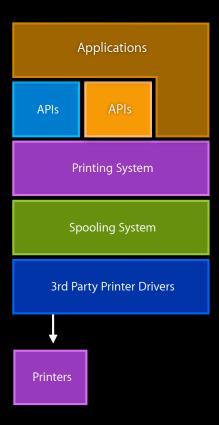
Agenda

- AirPrint Overview
- OS X Printing
- iOS Printing
- Printer Simulator



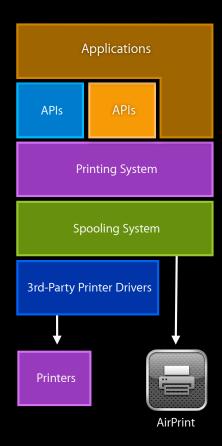


Mac OS X



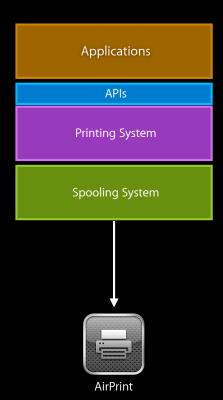


Mac OS X





iOS



OS X Printing System

- User experience
 - Simple dialog is easy-to-use
 - Advanced dialog has many options
 - No drivers to install for AirPrint
 - Automatic download of drivers
- Great for application developers
 - Flexible and powerful printing system



OS X Printing System

- User experience
 - Simple dialog is easy-to-use
 - Advanced dialog has many options
 - No drivers to install for AirPrint
 - Automatic download of drivers
- Great for application developers
 - Flexible and powerful printing system



iOS Printing System

- User experience
 - Easy to use
 - Consistent high quality output
 - No drivers or software to install, no configuration
- Great for app developers
 - Easy to add printing support to your app
 - Flexible and powerful printing system



AirPrint Technology

- Great user experience
 - No driver, no software to install
 - Full output quality
- Supported on all Apple platforms
 - iOS 4.2 and later
 - OS X 10.7, default on OS X 10.8
- Standards based
- Zero cost license for printer manufacturers

AirPrint Manufacturers



AirPrint Manufacturers

Canon brother EPSON SAMSUNG LEXMARK



















TOSHIBA

RICOH



















AirPrint Printers

Over 75 Million

AirPrint Printers Sold

Summing up a Great Printing Application

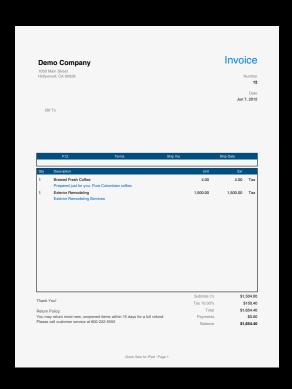
- Format for paper, not display
- Enhanced content
- High quality drawing

Summing up a Great Printing Application



Summing up a Great Printing Application





OS X Printing API

OS X 10.8 Printing API

No new printing APIs



iOS Printing API

Session 234

Paul Danbold

Core OS Technologies Evangelist

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iOS Printing Is Easy

UIPrintInteractionController

UIPrintInfo

UIPrintPaper

UIPrintFormatter

UISimpleTextPrintFormatter

UIMarkupTextPrintFormatter

UIViewPrintFormatter

UIPrintInteractionController

UIPrintInfo

UIPrintPaper

UIPrintFormatter

UISimpleTextPrintFormatter

 ${\tt UIMarkupTextPrintFormatter}$

UIViewPrintFormatter

UIPrintInteractionController

UIPrintInfo

UIPrintPaper

UIPrintFormatter

UISimpleTextPrintFormatter

UIMarkupTextPrintFormatter

UIViewPrintFormatter

UIPrintInteractionController

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UIPrintInteractionController

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UIPrintFormatter

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UIMarkupTextPrintFormatter

UIViewPrintFormatter



Get the print controller

- Get the print controller
- Provide content to print

- Get the print controller
- Provide content to print
- Specify the output type

- Get the print controller
- Provide content to print
- Specify the output type
- Give the print job a name

- Get the print controller
- Provide content to print
- Specify the output type
- Give the print job a name
- Present the printing UI

Printing a PDF

```
- (void)printFile:(NSURL *)url {
    if ([UIPrintInteractionController canPrintURL:urll) {
       UIPrintInteractionController *
           controller = [UIPrintInteractionController
sharedPrintController];
        controller.printingItem = url;
       UIPrintInfo *printInfo = [UIPrintInfo printInfo];
        printInfo.outputType = UIPrintInfoOutputGeneral;
        printInfo.jobName = [url lastPathComponent];
        controller.printInfo = printInfo;
        controller.showsPageRange = YES;
        [controller presentAnimated:YES completionHandler:NULL];
```

Printing a PDF

```
- (void)printFile:(NSURL *)url {
    if ([UIPrintInteractionController canPrintURL:url]) {
       UIPrintInteractionController *
           controller = [UIPrintInteractionController
sharedPrintController];
        controller.printingItem = url;
       UIPrintInfo *printInfo = [UIPrintInfo printInfo];
        printInfo.outputType = UIPrintInfoOutputGeneral;
        printInfo.jobName = [url lastPathComponent];
        controller.printInfo = printInfo;
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        controller.printInfo = printInfo;
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        controller.printInfo = printInfo;
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sharedPrintController];
        controller.printingItem = url;
       UIPrintInfo *printInfo = [UIPrintInfo printInfo];
        printInfo.outputType = UIPrintInfoOutputGeneral;
        printInfo.jobName = [url lastPathComponent];
        controller.printInfo = printInfo;
        controller.showsPageRange = YES;
        [controller presentAnimated:YES completionHandler:NULL];
```

Output Type

- Tell the printing system about the type of content to be printed
- Allows the printing system to choose appropriate
 - Paper size
 - Print quality mode
 - Appropriate UI

UIPrintInfoOutputPhoto

- High quality
- Photo paper size
- Borderless if available
- No duplex mode
- No page range



UIPrintInfoOutputPhoto

- High quality
- Photo paper size
- Borderless if available
- No duplex mode
- No page range



UIPrintInfoOutputGeneral

- Mixed text and graphics
- Normal quality
- Document paper size
- Duplex allowed
- Page range allowed



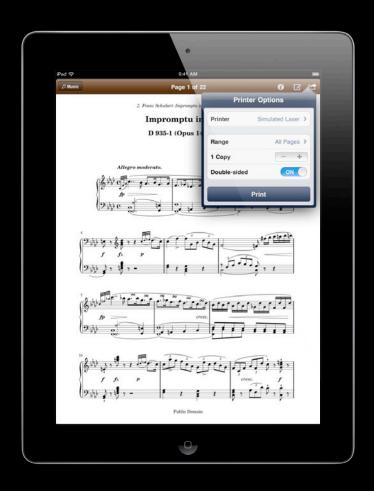
UIPrintInfoOutputGeneral

- Mixed text and graphics
- Normal quality
- Document paper size
- Duplex allowed
- Page range allowed



UIPrintInfoOutputGrayscale

- Monochrome text and graphics
- Improved print speed
- Reduced ink usage
- Document paper size
- Duplex allowed
- Page range allowed



UIPrintInfoOutputGrayscale

- Monochrome text and graphics
- Improved print speed
- Reduced ink usage
- Document paper size
- Duplex allowed
- Page range allowed



Smart Paper Size Selection

 Paper size option for printers that report loaded paper sizes



Smart Paper Size Selection

 Paper size option for printers that report loaded paper sizes



Setting the Job Name



Setting the Job Name



Setting the Job Name



Printing Items

- Single item or array of items
 - PDF, JPEG, other image types (PNG, etc.)

```
NSURL, NSData, UIImage, CIImage
```

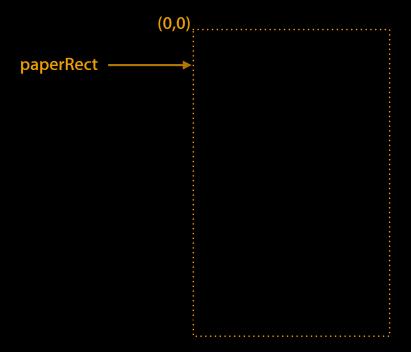
Asset library

ALAsset, ALAssetURL

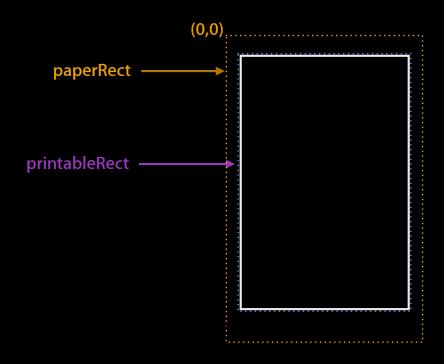
• Each item is a separate print job

- Use with UIPrintInteractionController or in a renderer
- For plain text use **UISimpleTextFormatter** and specify
 - Font
 - Color
 - Alignment
- For HTML markup text use UIMarkupTextFormatter

Content is drawn inside the printable rect

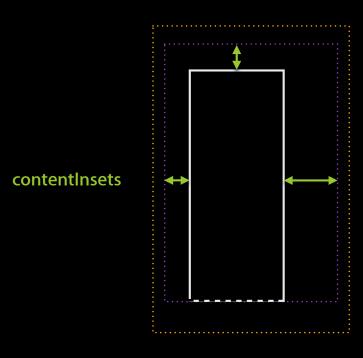


Content is drawn inside the printable rect

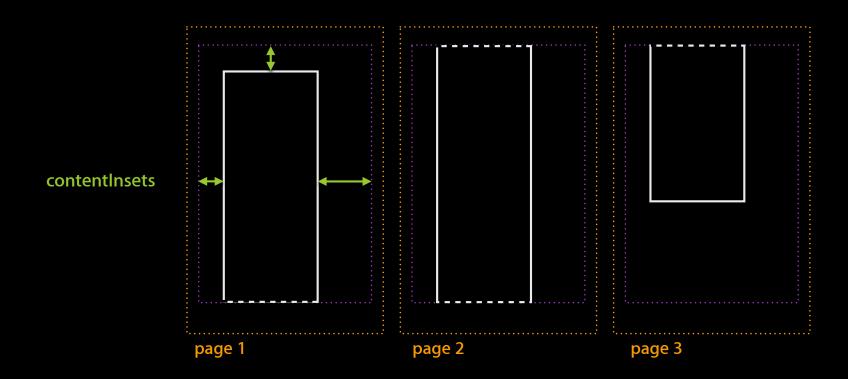


Content insets

Content insets



Layout Content insets



View Formatters

View Formatters

View Formatters

Renderers

Print Page Renderer

Full drawing control

Print Page Renderer

- Full drawing control
- Custom page-drawing object
 - Calculates page count
 - Draws page contents

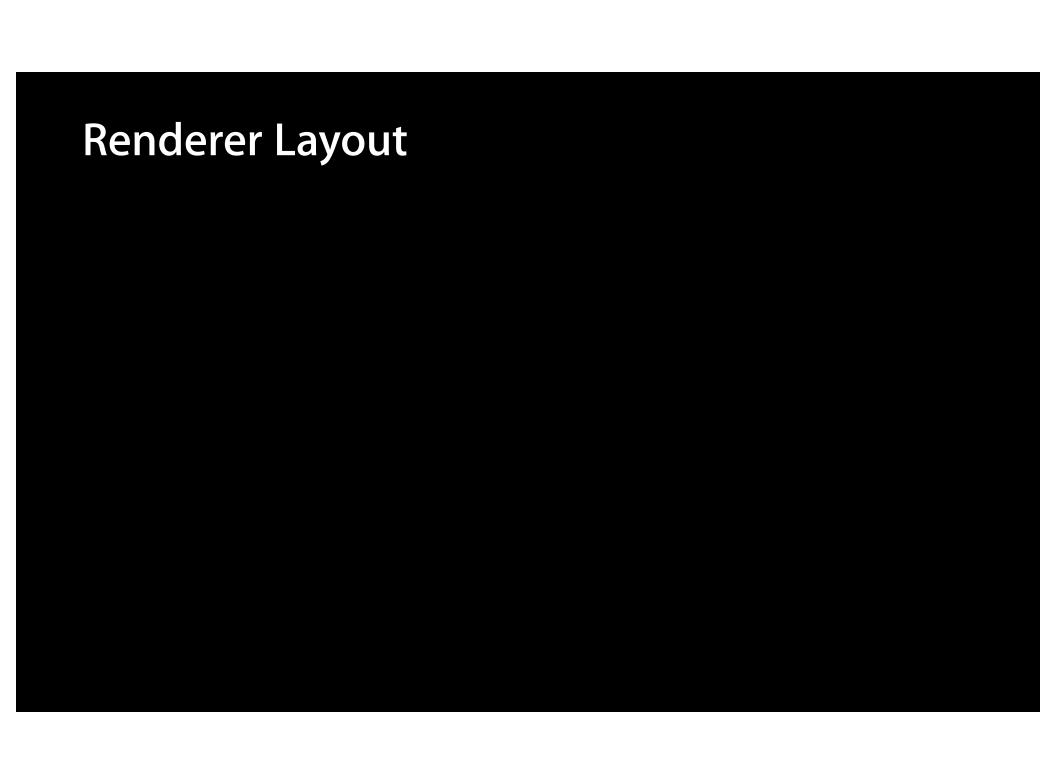
Print Page Renderer

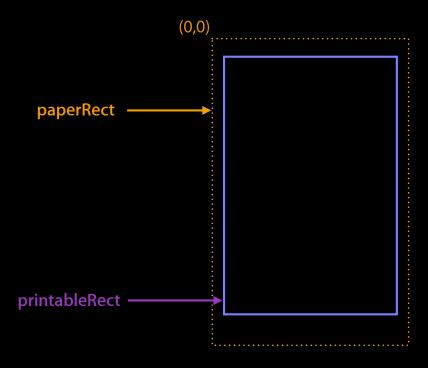
- Full drawing control
- Custom page-drawing object
 - Calculates page count
 - Draws page contents
- Add space for headers and footers

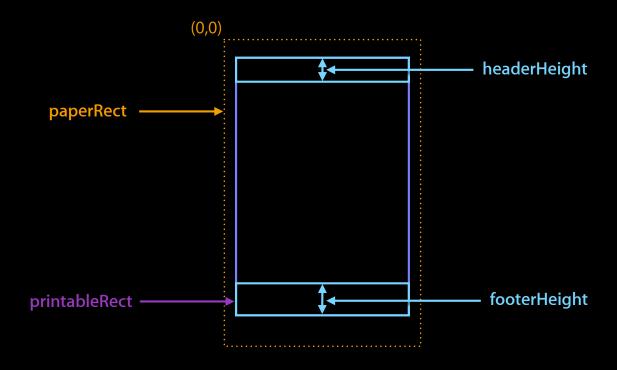
Print Page Renderer

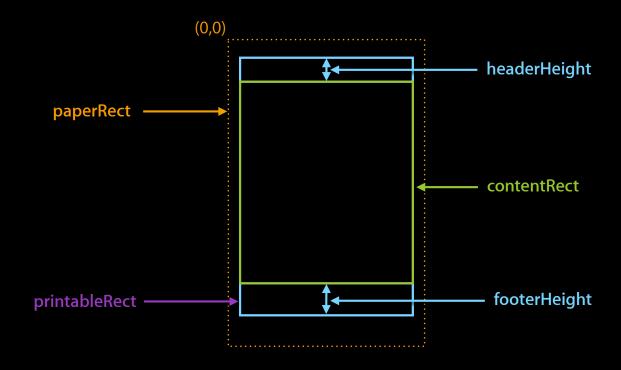
- Full drawing control
- Custom page-drawing object
 - Calculates page count
 - Draws page contents
- Add space for headers and footers
- Add formatters

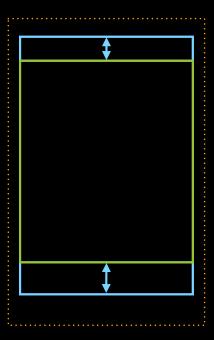
- Subclass UIPrintPageRenderer
- Override
 - -numberOfPages
 - -drawContentForPageAtIndex:inRect:
- Set UIPrintInteractionController.printPageRenderer













```
(NSInteger)numberOfPages {
   self.graphicsPerPage = floorf(self.printableRect.size.height /
IMAGE HEIGHT);
   return ceilf(self.numberOfImages / self.graphicsPerPage);
 (void)drawContentForPageAtIndex:(NSInteger)pageIndex
                           inRect:(CGRect)contentRect {
   UIRectClip(contentRect);
   for (int i = 0; i < self.graphicsPerPage; i++) {</pre>
      [self drawGraphicAtIndex:pageIndex * self.graphicsPerPage + i
                   atOffset:CGPointMake(contentRect.origin.x,
                                         contentRect.origin.y+i*IMAGE HEIGHT];
```

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(NSInteger)numberOfPages {
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IMAGE HEIGHT);
   return ceilf(self.numberOfImages / self.graphicsPerPage);
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                           inRect:(CGRect)contentRect {
   UIRectClip(contentRect);
   for (int i = 0; i < self.graphicsPerPage; i++) {</pre>
      [self drawGraphicAtIndex:pageIndex * self.graphicsPerPage + i
                   atOffset:CGPointMake(contentRect.origin.x,
                                         contentRect.origin.y+i*IMAGE HEIGHT];
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   for (int i = 0; i < self.graphicsPerPage; i++) {</pre>
      [self drawGraphicAtIndex:pageIndex * self.graphicsPerPage + i
                   atOffset:CGPointMake(contentRect.origin.x,
                                         contentRect.origin.y+i*IMAGE HEIGHT];
```

```
-drawPageAtIndex:inRect:
    -drawHeaderForPageAtIndex:inRect:
    -drawContentForPageAtIndex:inRect:
    -drawPrintFormatter:forPageAtIndex:
    -drawFooterForPageAtIndex:inRect:
```

UI Considerations

Printing From a Sheet or Bar Button Item

- iPhone
 - -presentAnimated:completionHandler:
- iPad
 - -presentFromRect:inView:animated:completionHandler:
 - -presentFromBarButtonItem:animated:completionHandler:





Printing as a Menu Item

• Implement—printInteractionControllerParentViewController: UINavigationController—push UIViewController—modal

Do not peek

Printing as a Menu Item

Implement—printInteractionControllerParentViewController:

UINavigationController—push
UIViewController—modal

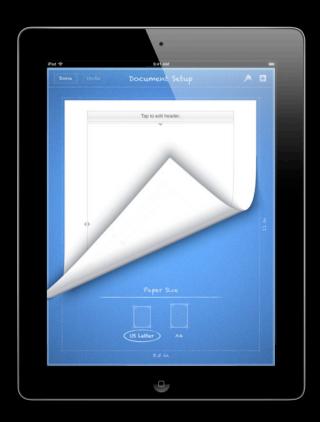
Do not peek



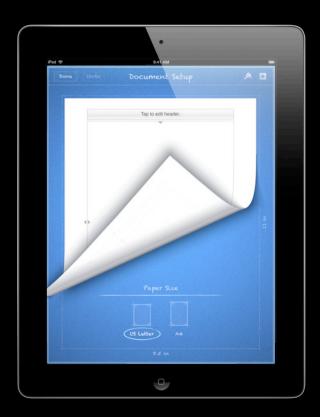
• For document-centric apps that require a paper size in order to format the content



• Provide your own paper selection UI



- Provide your own paper selection UI
- Use delegate method
 - -printInteractionController:choosePaper:
 - Called after user selects a printer
 - You ask for a paper size that is a good match to the user selected paper





```
NSArray *activityItems = [NSArray arrayWithObjects: printInfo, myRenderer,
[urlField text], nil];

UIActivityViewController *viewController = [[UIActivityViewController alloc]
initWithActivityItems:activityItems applicationActivities:nil];

viewController.completionHandler = ^(NSString * activityType, B00L completed)
{
   [viewController release];
   [myRenderer release];
};
... present using standard view controller present methods
```

```
NSArray *activityItems = [NSArray arrayWithObjects: printInfo, myRenderer,
[urlField text], nil];

UIActivityViewController *viewController = [[UIActivityViewController alloc]
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   [myRenderer release];
};
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Printing from the Activity Sheet

```
NSArray *activityItems = [NSArray arrayWithObjects: printInfo, myRenderer,
[urlField text], nil ];

UIActivityViewController *viewController = [[UIActivityViewController alloc]
initWithActivityItems:activityItems applicationActivities:nil];

viewController.completionHandler = ^(NSString * activityType, BOOL completed)
{
    [viewController release];
    [myRenderer release];
};
... present using standard view controller present methods
```

Printer Simulator

Todd RitlandPrinting Engineer



How do I start?



What tools are available to make my job easier?

Printer Simulator

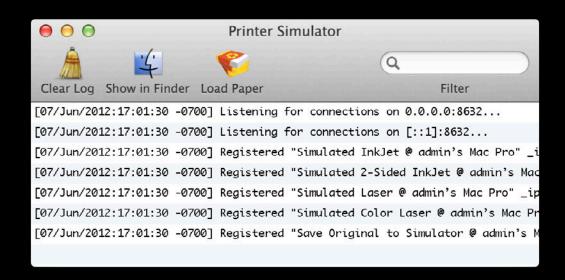
- Creates virtual printers on your Mac
- Avoid wasting paper while developing your printing code
- Outputs PDF
- We use it as our reference implementation of AirPrint



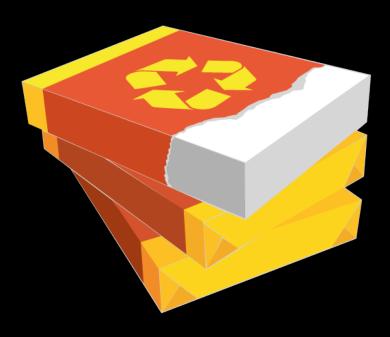
Demo

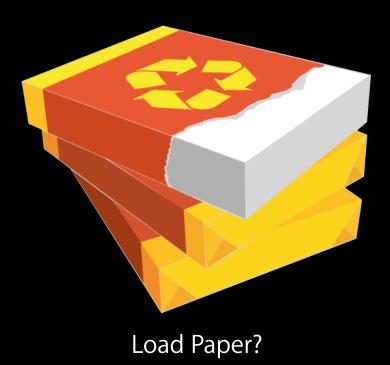
Using Printer Simulator for Testing

- Use all 4 simulated printers
- Test with double-sided option on and off
- Any content in the yellow area of the page will be clipped by a printer







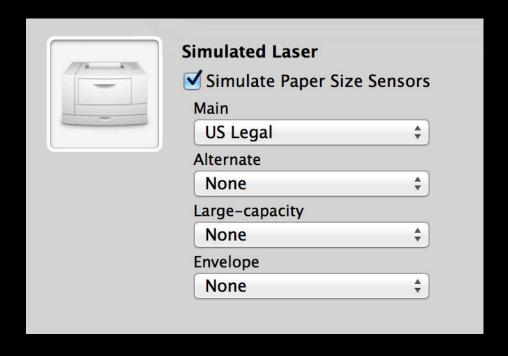


Paper Size Sensors

- Some printers sense what size is loaded
- If your app prints items, the OS automatically sizes the PDF or photo
- If your app uses formatters or renderers, the paperRect and printableRect represent the size loaded at the printer



Simulate Paper Sensing



Demo

Summary

- AirPrint overview
- OS X printing
- iOS printing
- Printer Simulator

More Information

Paul Danbold

Core OS Evangelist danbold@apple.com

iOS Printing Documentation

http://developer.apple.com/search/index.php?q=printing

iOS Printing Sample Code

http://developer.apple.com/library/ios/#samplecode/PrintWebView http://developer.apple.com/library/ios/#samplecode/PrintPhoto http://developer.apple.com/library/ios/#samplecode/Recipes_+_Printing

More Information

Apple Developer Forums

http://devforums.apple.com

AirPrint 101

http://support.apple.com/kb/ht4356

Related Sessions

What's New in Cocoa Touch

Mission Tuesday 9:00AM

Labs

Printing Lab

Core OS Lab A Thursday 2:00PM

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