Brother Print SDK for iPhone/iPad

Sample application introduction

1. Abstract

This document provides a brief description of sample application that uses Brother Print SDK for iOS framework. For more detailed information about APIs in framework, please refer to Brother Print SDK for iPhone iPad Manual.pdf.

2. Preparation

2.1. Add Frameworks and protocols

In order to utilize Brother Print SDK for iOS framework, you need to embed several frameworks and add Bluetooth protocols[1] in your application project.

For detailed information about configuring your Xcode project, see Programming Guide chapter in Brother Print SDK for iPhone iPad Manual.pdf.
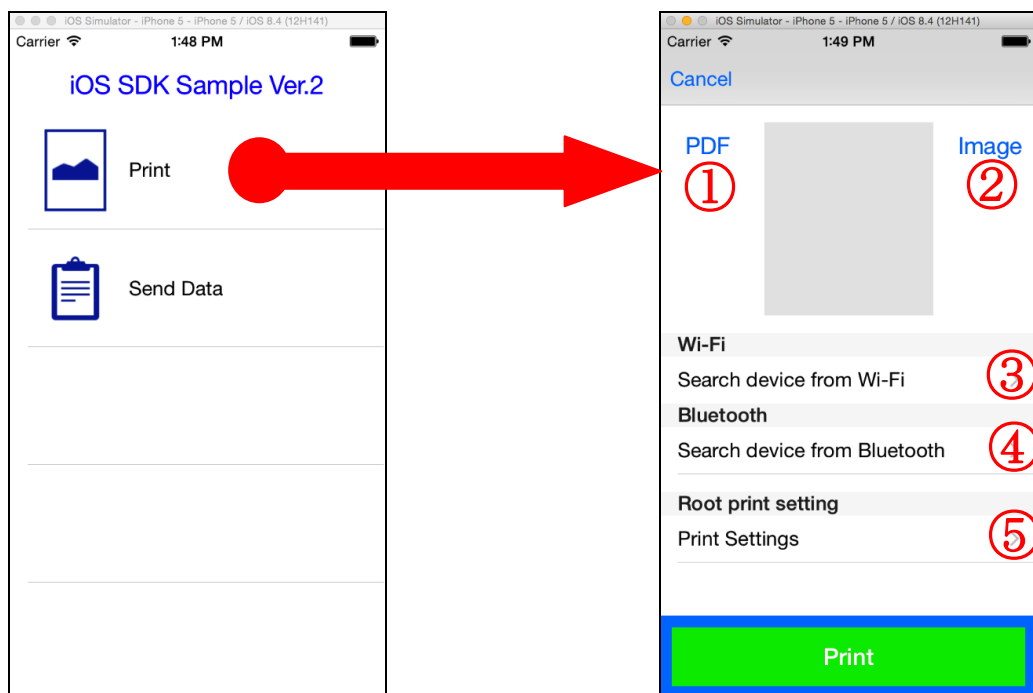
.

3. Sample Project

3.1. Main View
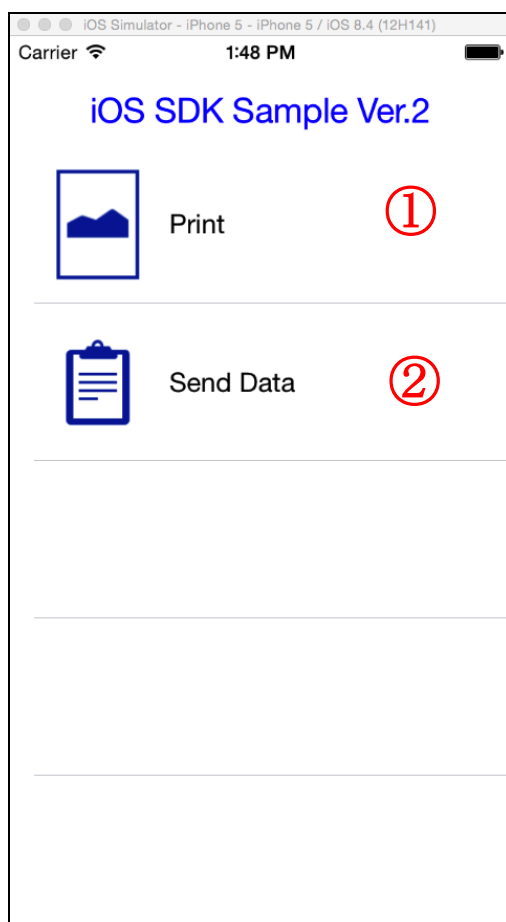
| ①	Print	Print image or PDF file
②	Send Data	Send a specified binary file

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[1] In order to communicate with a Bluetooth printer, Bluetooth protocols must be added to your Xcode project.

3.2. Print View

①	PDF	Select a PDF file to print (As no any PDF file was embedded in this Sample Application, you need to import your own PDF files through File Sharing in iTunes)
②	Image	Select an image file to print. (Those images come from your Photo Library of your iOS device)
③	Search device from Wi-Fi	Search wireless printers in your WiFi environment.
④	Search device from Bluetooth	Search Bluetooth-enabled printers which have already connected to your iOS device.
⑤	Print Settings	Print Settings, such as Paper Size, copies, etc. For detailed information about the valid settings for each printer, refer to Brother Print SDK for iPhone iPad Manual.pdf.

3.3. Send Data View
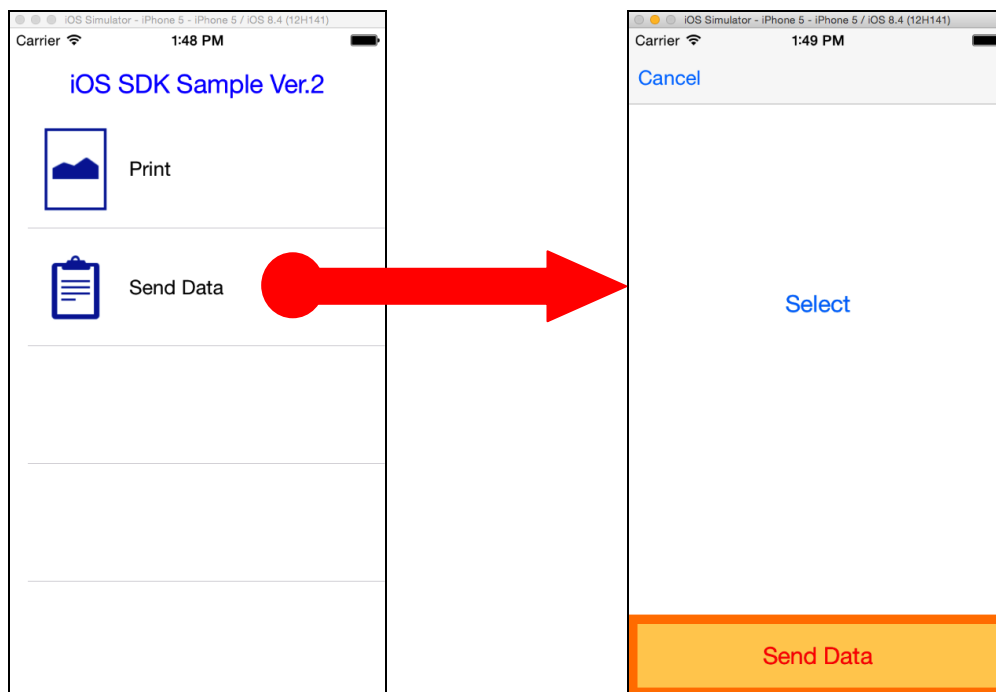
Tap "Select" button to select a file, which can be sent to printer by tap "Send Data" button.

* As no file was embedded in this Sample Application, you need to import your own files through File Sharing in iTunes.

4. Sample Code

4.1. Printing Flow

The following code shows you an example of printing flow.

1	BRPtouchPrintInfo* printInfo
2	
3	// Create BRPtouchPrintInfo
4	printInfo = [[BRPtouchPrintInfo alloc] init];
5	
6	// Load settings from UserDefault
7	NSUserDefaults *printSetting = [NSUserDefaults standardUserDefaults];
8	printInfo.strPaperName = [printSetting stringForKey:@″paperName″];
9	
10	// Create BRPtouchPrinter

11	BRPtouchPrinter* ptp;
12	
13	// Initialize BRPtouchPrinter class with printer name and interface
14	ptp = [[BRPtouchPrinter alloc]
15	initWithPrinterName:@"Brother XXXX"
16	interface: CONNECTION_TYPE_WLAN];
17	
18	// Set IP Address
19	[ptp setIPAddress:@"XXX.XXX.XXX.XXX"];
20	
21	// Set printInfo
22	[ptp setPrintInfo:printInfo];
23	
24	// Get ImageRef
25	imgRef = [imgView.image CGImage];
26	
27	// prepare for printing
28	[ptp startCommunication];
29	
30	// print
31	[ptp printImage:imgRef copy:1];
32	
33	// finish printing
34	[ptp endCommunication];

4.2. Multiple Printing

For printing more than one image or file, no matter whether you call sending methods (such as printImage:) repeatedly or just use "copy" parameter in the method, you should call startCommunication before calling the sending method and call endCommunication after sending methods only once.

A) Print Copies

Use copy parameter in order to print more than one image

1	// Create BRPtouchPrinter
2	BRPtouchPrinter* ptp;
3	
4	// Prepare for printing

5	`[ptp startCommunication];`
6	
7	`// Print`
8	`[ptp printImage:fuga.CGImage copy:100];`
9	
10	`// Finish printing`
11	`[ptp endCommunication];`

B) Print Different Images

Call printImage: repeatedly in order to print more than one image.

1	`// Create BRPtouchPrinter`
2	`BRPtouchPrinter* ptp;`
3	
4	`// Prepare for printing`
5	`[ptp startCommunication];`
6	
7	`// Call sending method repeatedly`
8	`for(int i=0; i<3; i++){`
9	`    [ptp printImage:hoge[i].CGImage copy:1];`
10	`}`
11	
12	`// Finish printing`
13	`[ptp endCommunication];`

5. File Sharing

The following instruction tells you how to use File Sharing to synchronize your data between apps and iTunes.

(a) Connect your iOS device to your computer using the included Dock Connector to USB cable.

(b) Launch iTunes on your computer.

(c) Select your iOS device from the Devices section of iTunes.

(d) Click the Apps tab and scroll down to the bottom of the page.

(e) Under the File Sharing section, select this sample app to view a list of the files associated with that app on your iOS device.

(f) Click Add… button to add your PDF files.