

Instructions

- To Install the SDK using Android Studio
 - Copy the .aar file into the libs folder of your app and copy the file path to this location
 - Navigate to File > Project Structure > Dependencies and tap the “+” to add a new .aar dependency
 - Paste the file path into the popup window
 - Rebuild app
- In app/build.gradle user must have:
 - minSdkVersion 23 or above
 - Implementation ‘androidx.appcompat:appcompat:1.4.2’
 - Implementation ‘com.google.android.gms:play-services-tasks:18.0.2’
 - Implementation ‘org.javatuples:javatuples:1.2’
 - If user’s device is Android 6 (API 23):
 - Add dependency: coreLibraryDesugaring
‘com.android.tools:desugar_jdk_libs:1.1.5’
 - Add ‘coreLibraryDesugaringEnabled = true’ to compileOptions
- To open a template:
 - Create an InputStream from a .bwt file
 - Pass the inputStream to the getTemplate method
 - Template template = TemplateFactory.getTemplate(inputStream);
- To apply data to template objects:
 - Create a list to hold the template objects
 - TemplateObjectData[] objectsList = template.getTemplateData();
 - Filter/search for the appropriate object using object.getName()
 - Apply desired value using object.setValue(“desired value”)
- To get a bitmap preview of a label:
 - Call template.getPreview(labelNumber, dpi, maxPixelWidthAndHeight) where:
 - labelNumber is the 0-based index of the label (0 unless the using a multi label template)
 - Dpi = dots per inch (usually 96)
 - maxPixelWidthAndHeight = desired size
- To discover printers
 - Manage Permissions
 - Add the following to the AndroidManifest (for wifi)
 - <uses-permission
android:name="android.permission.CHANGE_WIFI_MULTICAST_STATE" />

- `<uses-permission android:name="android.permission.INTERNET" />`
 - `<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />`
- Add the following to the AndroidManifest (for bluetooth)
 - `<uses-permission android:name="android.permission.BLUETOOTH" />`
 - `<uses-permission android:name="android.permission.BLUETOOTH_ADMIN" />`
 - `<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />`
- Prompt users to grant the necessary permissions
 - `ActivityCompat.requestPermissions(this, new String[]{Manifest.permission.ACCESS_FINE_LOCATION}, 0);`
- Highly recommended checking that required permissions are enabled
- Implement `PrinterDiscoveryListener`
 - `public void printerDiscovered(DiscoveredPrinterInformation discoveredPrinterInformation)` is called when a printer is found
 - This information is used to connect to a printer.
 - `public void printerDiscoveryStarted` and `public void printerDiscoveryStopped` in case this information is needed
- Create new `PrinterDiscoveryImpl` which takes the app context
 - `PrinterDiscoveryImpl printerDiscovery = new PrinterDiscoveryImpl(getApplicationContext());`
- Override system methods
 - From the activity that will show the discovered printers, override the `onResume()`, `onPause()`, and `onDestroy()` methods and call the new `discoveryImpl` in each of them respectively.
 - Example: in `onResume()` you will call `discoveryImpl.onResume();`
- Start discovery
 - For wifi, call `printerDiscovery.startWifiPrinterDiscovery();`
 - For Bluetooth Low Energy, call `printerDiscovery.startBlePrinterDiscovery();`
 - For Bluetooth, call `printerDiscovery.startBluetoothPrinterDiscovery(false);`
 - If the parameter is true, it will only discover printers already paired to the phone.
 - If false, it will return printers paired to the phone and search nearby for printers. (if a printer is both already paired and turned on nearby, it will be found twice)
 - You must not call a “startDiscovery” method in its own thread since the scan occurs in the background until `printerDiscovery.stopPrinterDiscovery()` is called.

- To connect to a printer:
 - Implement `PrinterUpdateListener`
 - Subscribes to printer changes if desired
 - Use a `DiscoveredPrinterInformation` (returned from the printer discovery process)
 - `PrinterDetails printerDetails = PrinterConnectionFactory.connectToDiscoveredPrinter(context, discoveredPrinterInformation, printerUpdateListeners);`
 - Check if you have ownership of the printer with `PrinterConnectionFactory.HaveOwnership();`
 - This takes time so it's recommended to show a spinner, etc

- To disconnect from a printer:
 - `printerDetails.disconnect();`

- To print:
 - Create and set `PrintingOptions`
 - `PrintingOptions printingOptions = new PrintingOptions();`
 - `printingOptions.setCutOption(CutOption.EndOfLabel);`
 - `printingOptions.setNumberOfCopies(1);`
 - Pass the template and options to the print method
 - `PrintingStatus printingStatus = printerDetails.print(template, printingOptions, DontPrintTrailerFlag (pass in null as default));`
 - Returns either `PrintingSucceeded` or `PrintingFailed`
 - This takes time so it's recommended to show a spinner, etc