

Android Library Manual

## Bluetooth, Wi-Fi, USB

Mobile Printer

Rev. 1.093

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## **1. Instruction**

This Android Port Package Manual describes the method which is connecting using Bluetooth or Wi-Fi or USB.

## **2. Method**

Defined in the BluetoothPort Class and the WiFiPort Class and USBPort Class.

## **2.1 BluetoothPort**

### **2.1.0 GetInstance**

public static BluetoothPort getInstance()

Returns an instance of the BluetoothPort.

### **2.1.1 Connect**

public void connect(String address) throws IOException

public void connectSecure(String address) throws IOException

Connect the interface to the destination address.

- address

the target host address to connect to.

Address format is 12 characters with delimiter.

(Example: 12:34:56:78:90:AB)

### **2.1.2 Connect**

public void connect(BluetoothDevice device) throws IOException

public void connectSecure(BluetoothDevice device) throws IOException

Connect the interface to the specific bluetooth device.

- device

Bluetooth device object to connect to.

### **2.1.3 Disconnect**

public void disconnect() throws IOException

Disconnect the current connection.

### **2.1.4 GetInputStream**

public InputStream getInputStream() throws IOException

Returns an input stream for this connection.

### **2.1.5 GetOutputStream**

public OutputStream getOutputStream() throws IOException

Returns an output stream for this connection.

### 2.1.6 isConnected

public boolean isConnected()

Returns a status that the interface were connected (true or false).

**\* If you turn off the printer that's already connected, "isConnected()" could not returns correct status.**

### 2.1.7 SetMacFilter

public void setMacFilter(Boolea filter)

Set Bluetooth Mac Address Filtering Option.

- filter

    true : using Filtering

    false : not using Filtering(Default is false)

## 2.2 Wi-Fi

### 2.2.0 GetInstance

public static WiFiPort getInstance()

Returns an instance of the WiFiPort.

### 2.2.1 Connect

public void connect(String address) throws IOException

Connect the interface to the destination address.

- address

    the target host address to connect to.

### 2.2.2 Connect

public void connect(String ip, int port) throws IOException

Connect the interface to the specific IP address and Port number

- ip

    the target host IP address to connect to.

- port

    the port on the target host to connect to.

### 2.2.3 Disconnect

public void disconnect() throws IOException

Disconnect the current connection.

#### 2.2.4 GetInputStream

public InputStream getInputStream() throws IOException

Returns an input stream for this connection.

#### 2.2.5 GetOutputStream

public OutputStream getOutputStream() throws IOException

Returns an output stream for this connection.

#### 2.2.6 IsConnected

public boolean isConnected()

Returns a status that the interface were connected (true or false).

**\* If you turn off the printer that's already connected, "isConnected()" could not returns correct status.**

### 2.3 RequestHandler

#### 2.3.1 How to use RequestHandler

RequestHandler is implemented Runnable Interface.

If connection establised with BluetoothPort or WiFiPort, RequestHandler Thread must executed like below. It must be running until connection closed.

When the connection close, Thread must terminated by using Interrupt().

If you want more the details, see the sample code in the SDK.

```
Thread handlerThread;
.....
// Execution routine.
handlerThread = new Thread(new RequestHandler());
handlerThread.start();
.....

// Termination routine. To Avoid NullPointerException.
if ( ( handlerThread != null ) && ( handlerThread.isAlive() ) )
    handlerThread.interrupt();
.....
```

**\* If you connect to the printer by using USB, WiFiPortConnection Class,**

you should not to run RequestHandler.

## 2.4 USB

This class support to connecting to the printer by USB OTG(USB On The Go).

You must have a USB OTG cable though, a regular micro USB to USB adapter will not work.

Also your Android device support OTG function.

### 2.4.1 USBPort Class

**public USBPort(UsbManager usbManager)**

- Constructor method.

[Parameter]

- UsbManager

**public USBPortConnection connect\_device(int model)**

- Connect to UsbDevice Object.

[Parameter]

- model : Printer Model. (CMP\_PORT\_USB of USBPort Class.)

[Return]

- USBPortConnection : USBPortConnection Object.

### 2.4.2 USBPortConnection Class

USBPortConnection Object will be created when USB connection established.

This Object used for parameter of Constructor for ESCPOSPrinter, CPCLPrinter, AndroidMSR Class.

**public void close()**

- Close the connection.