

Important Notes Regarding Calling SyncSDK.dll

I. Calling SyncSDK.dll

1.1 Operating System Bitness Issues

1.2 Permission Requirements

1.3 Notes on Tag Distribution

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I. Calling SyncSDK.dll

1.1 Operating System Bitness Issues

- 32-bit Systems: A 32-bit version of SyncSDK.dll must be used.
- 64-bit Systems: A 64-bit version of SyncSDK.dll must be used.

1.2 Permission Requirements

Customers should use administrator privileges to open the compiler for development (e.g., Visual Studio, Eclipse).

1.3 Tag Distribution Notes

1.3.1 File Path Requirements

Customers should provide the complete file path and specify the filename, for example, C:\LabelFiles\label1.txt. Avoid using Chinese characters or special characters (such as spaces, #) in the path.

1.3.2 Tag Order Requirements

Tags must be distributed strictly in the following data type order:

1. Tag Element: Sync_DataType_Label = \$2000;
2. Tag Backing: Sync_DataType_LabelBackGround = \$2001;
3. Tag File: Sync_DataType_LabelFile = \$2002;

For example:

```
SDK_ExecTask(DeviceInfo.Addr,Sync_Action_Download,Sync_DataType_Label,PWide  
Char('C:\LabelFiles\label1.txt'), OnTaskProgress, nil);
```

```
SDK_ExecTask(DeviceInfo.Addr,Sync_Action_Download,Sync_DataType_LabelBackGr  
ound,PWideChar('C:\LabelFiles\label1.txt'), OnTaskProgress, nil);
```

```
SDK_ExecTask(DeviceInfo.Addr,Sync_Action_Download,Sync_DataType_LabelFile ,P  
WideChar('C:\LabelFiles\label1.txt'), OnTaskProgress, nil);
```

1.4 File Path Transfer Issues

SyncSDK.dll provides three data transfer interfaces:

Interface Name	Parameter Type	Description
ExecTask	PAnsiChar format	Default interface, recommended for use
ExecTaskA	PAnsiChar format	Used for document path names in ANSI encoding
ExecTaskkW	PWideChar format	Used for document path names in Unicode encoding

1.5 Notes on Transferred Content

Due to data format limitations, the following characters must be replaced when passing in a string. Otherwise, it will cause data recognition problems.

Original character	Replaced character
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0x09	{ \$09 }
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0x0A	{ \$0A }
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0x0D	{ \$0D }
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