

# Print SDK-Windows-V1.008 Interface documentation

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## Document modification records

- I. Instructions for Use
  - 1.1 Description of Engineering Configuration
  - 1.2 Function Declaration
  - 1.3 Call Process
- II. Interface Description for Label Printer
  - 2.1 Printer Connection
  - 2.2 Printer Disconnection
  - 2.3 Get Printer Status
  - 2.4 Execute Printing
- III. Interface description of receipt printer
  - 3.1 Printer Connection
  - 3.2 Printer Disconnection
  - 3.3 Execute Printing

## Document modification records

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## I. Instructions for Use

## 1.1 Description of Engineering Configuration

1. This SDK interface needs to run on Windows system
2. Put opoprintersdk.dll in the Sdk directory in the same directory or specified location of the application

 opoprintersdk.dll

2020/6/16 16:36

 SDK\_Demo.exe

2020/6/16 17:02

## 1.2 Function Declaration

1. Declare the label machine library function.

```
▼ Pascal |
1  const
2      sUSBDLLName = 'opoprintersdk.dll';
3
4      // label
5  function opoLabelPrinterStatus: Integer; stdcall; external sUSBDLLName;
6  function opoLabelPrinterOpen: Integer; stdcall; external sUSBDLLName;
7  procedure opoLabelPrinterClose; stdcall; external sUSBDLLName;
8  function opoLabelPrinterWrite(sData: PAnsiChar; nLen: Integer): Integer
9      ; stdcall; external sUSBDLLName;
10 function opoLabelPrinterBitmapPath(sPath: PUTF8Char): Integer; stdcall
11     ; external sUSBDLLName;
```

2. Declare the small ticket hangar function

```
▼ Pascal |
1  /// //////////////////////////////////////
2  // pos
3  function opoPosPrinterOpen: Integer; stdcall; external sUSBDLLName;
4  procedure opoPosPrinterClose; stdcall; external sUSBDLLName;
5  function opoPosPrinterBitmapPath(sPath: PAnsiChar): Integer; stdcall; e
6      xternal sUSBDLLName;
```

## 1.3 Call Process

1. label Printer

- a. Open a port: Call `opoLabelPrinterOpen` to open a port
- b. obtain the status: Call `opoPosPrinterPaperStatus` to obtain the status.
- c. Print a picture: Call `opoLabelPrinterBitmapPath` to print a picture in the specified path.
- d. Close a port: Call `opoLabelPrinterClose` to close a port

## 2. receipt Printer

- a. Open a port: Call `opoPosPrinterOpen` to open a port
- b. Print pictures: call `opoPosPrinterBitmapPath` to print pictures under the specified path.
- c. Close a port: Call `opoPosPrinterClose` to close a port

# II. Interface Description for Label Printer

## 2.1 Printer Connection

- description

▼ Java |

```
1  function opoLabelPrinterOpen: Integer;
```

- examples

▼ Pascal |

```
1  var res := opoLabelPrinterOpen;
2  if res = Integer(true) then
3      ShowMessage('Label Printer Open OK!')
4  else
5      ShowMessage('Label Printer Open Fail!');
6
```

## 2.2 Printer Disconnection

- description

▼ Java |

```
1  procedure opoLabelPrinterClose;
```

- examples

```
1  opoLabelPrinterClose;  
2
```

## 2.3 Get Printer Status

- description

```
1  function opoLabelPrinterStatus: Integer;
```

- examples

```
1  
2  var res := opoLabelPrinterStatus;  
3  
4  case res of  
5      0:  
6          ShowMessage('Normal');  
7      1:  
8          ShowMessage('Paper Out');  
9      2:  
10         ShowMessage('Paper Not Taken');  
11     3:  
12         ShowMessage('Cover Open');  
13     4:  
14         ShowMessage('Printhead Overheat');  
15     5:  
16         ShowMessage('Positioning Error');  
17     6:  
18         ShowMessage('Busy');  
19  end;
```

## 2.4 Execute Printing

- description

▼

Pascal |

```

1  function opoLabelPrinterBitmapPath(sPath: PUTF8Char): Integer;

```

- parameters

parameters	description
sPath	bitmap image absolute path

- examples

▼

Pascal |

```

1  if opoLabelPrinterBitmapPath('test.bmp') = Integer(true) then
2      ShowMessage('Label Printer Bitmap OK!')
3  else
4      ShowMessage('Label Printer Bitmap Fail!');

```

## III. Interface description of receipt printer

### 3.1 Printer Connection

- description

▼

Java |

```

1  function opoPosPrinterOpen: Integer;

```

- examples

▼

Java |

```

1  var res := opoPosPrinterOpen;
2  if res = Integer(true) then
3      ShowMessage('Pos Printer Open OK!')
4  else
5      ShowMessage('Pos Printer Open Fail!');

```

### 3.2 Printer Disconnection

- description



Pascal |

```
1  procedure opoPosPrinterClose;
```

- examples



Pascal |

```
1  opoPosPrinterClose();
```

### 3.3 Execute Printing

- description



Pascal |

```
1  function opoPosPrinterBitmapPath(sPath: PAnsiChar): Integer;
```

- parameters

parameters	description
sPath	bmp image absolute path

- examples



Pascal |

```
1
2  var res := opoPosPrinterBitmapPath('test.bmp');
3  if res = Integer(true) then
4      ShowMessage('Pos Printer Bitmap OK!')
5  else
6      ShowMessage('Pos Printer Bitmap Fail!');
7
```

