iOS Module Program Manual

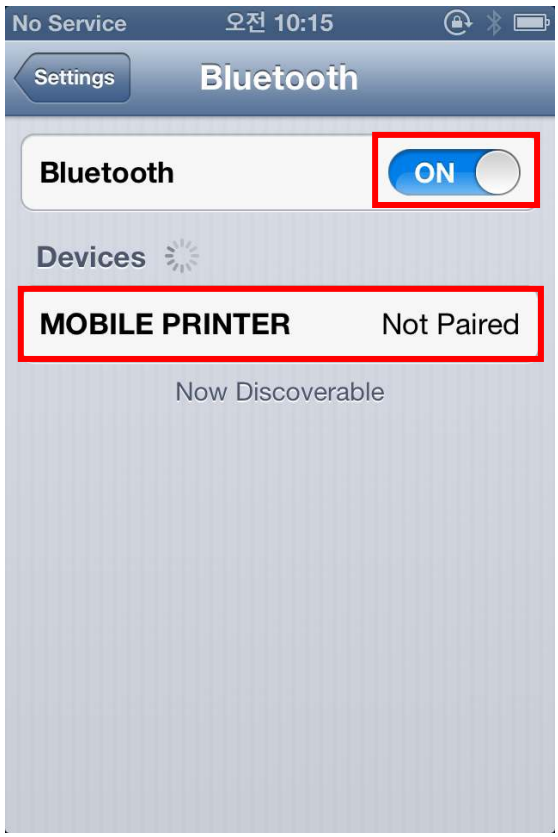
Bluetooth

Mobile Printer

Rev. 1.71b

CONTENTS

1. Bluetooth Connection and Pairing

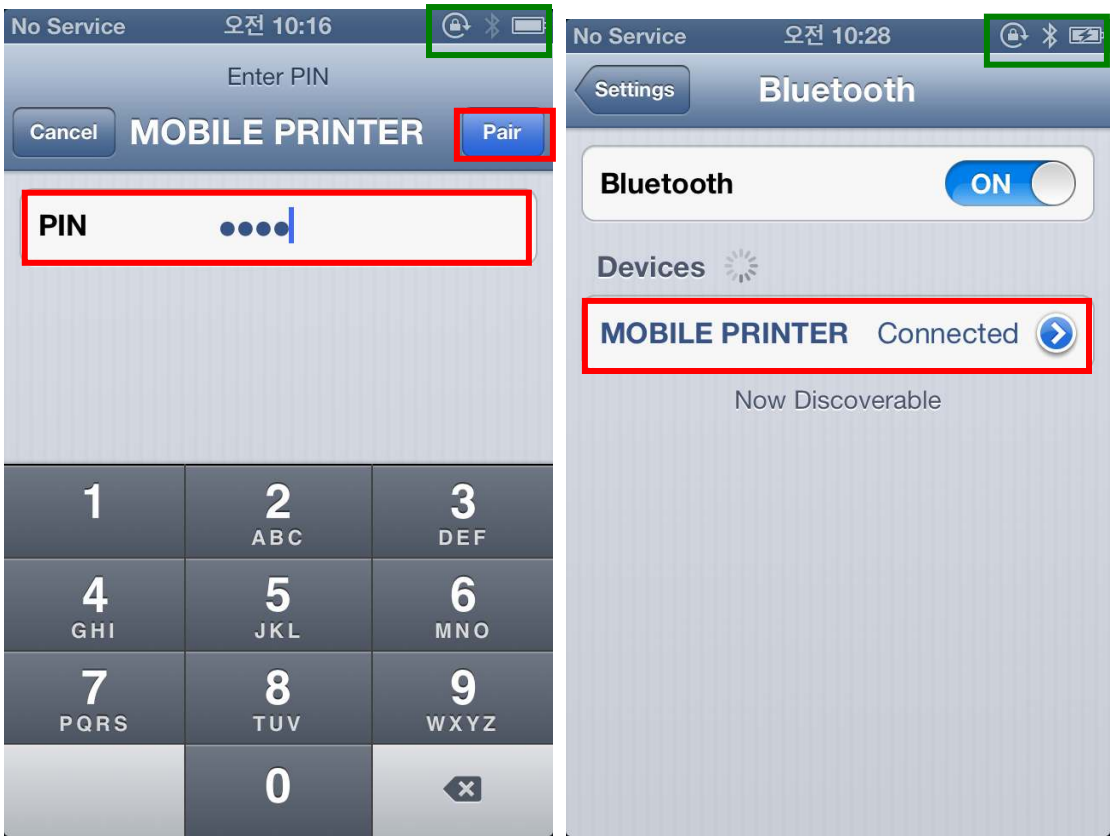


1. Settings -> Bluetooth.

2. Turn on the Bluetooth. Then, Click the MOBILE PRINTER.

If the Printer is already paired with iOS device, connection is established likes the Picture 4.

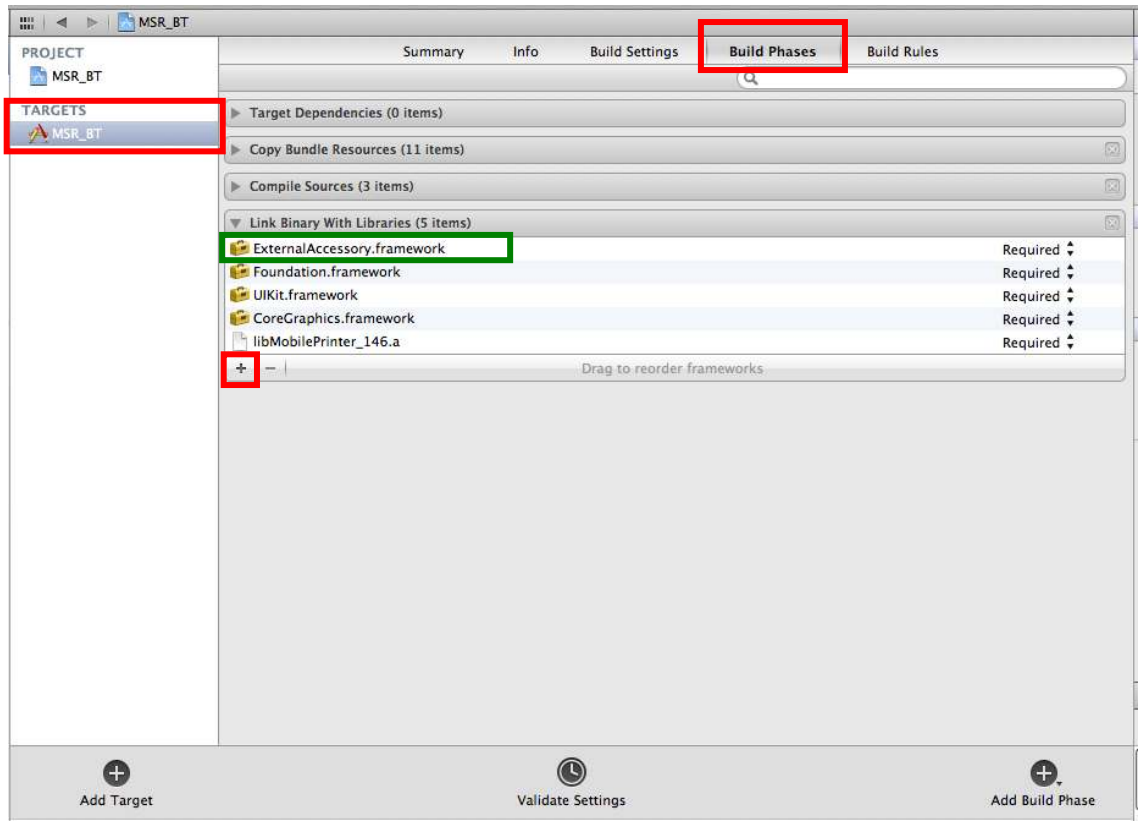
If the Printer is not paired with iOS device, move to Enter PIN menu.



3. Input the PIN Code(Default PIN Code is 0000 or 1234). Then Click the Pair button.

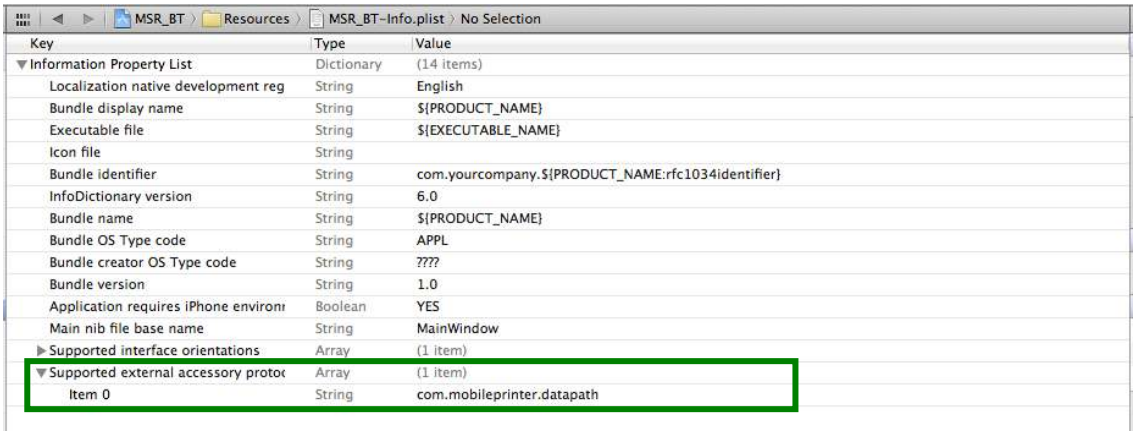
4. You can find the Printer's status is connected and Bluetooth icon in the Notification bar.

2. Setting to XCode for Bluetooth.



[ProjectName] -> Targets -> Build Phases -> Link Binary With Libraries

You must add to **"ExternalAccessory.Framework"**.



Open [ProjectName]-Info.plist file.

Add Item Using **"Control + Click and Add Row"** OR **"Menubar -> Editor -> Add Item"**

Select **"Supported external accessory protocols"**.

Put **"com.mobileprinter.datapath"** in the Item 0.

3. How to programming reading function.

Here is example for using the read function. (printerCheck, readMSR)

If you want to more deatil, please refer to the sample code.

```
#import “EABluetoothPort.h”
....

// Add Observer in initiation function [ ex: viewDidLoad ]
[[NSNotificationCenter defaultCenter] addObserver:self selector:@selector(dataReceived:)
name:EADSessionDataReceivedNotification object:nil];
[[EAAccessoryManager sharedAccessoryManager] registerForLocalNotifications];
....

// Remove Observer in termination function [ ex: didReceiveMemoryWarning ]
[[NSNotificationCenter defaultCenter] removeObserver:self];
....

// Observer
- (void) dataReceived:(NSNotification *) notification
{
    EABluetoothPort * sessionController = (EABluetoothPort *)[notification object];
    uint32_t bytesAvailable = 0;
    NSMutableData * result = [[NSMutableData alloc] init];
    while ((bytesAvailable = [sessionController readBytesAvailable]) > 0)
    {
        NSData *data = [sessionController readData:bytesAvailable];
        if (data)
        {
            [result appendData:data];
        }
    }
    // Something to do.
}
```