

Eagle Network TCP/IP Command and Usage v1.0 Supports Eagle 5.00+

Eagle Network TCP/IP Command Overview:

The Eagle printer ordered with Ethernet option provides a TCP/IP command server to support remote TCP/IP control. For more detailed information pertaining to the Eagle printer network support please review the, "Eagle to TransEagle network connectivity Document".

Eagle Network Commands:

CMD NAME	CMD	Description
NET_GET_EAGLE_INK	I	Eagle sends ink usage text to host.
NET_GET_EAGLE_VER	V	Eagle sends version text to host.
NET_EAGLE_BUILD	B	Eagle builds current file see N cmd.
NET_CREATE_PRINT_BMP_FILE	P	Eagle saves current print bitmap to file N.
NET_SET_EAGLE_FILE_NAME	N	Sets Eagle file name for B or P cmds.
NET_AUTO_DATA	D	Eagle receives AutoData and rebuilds msg.
NET_GET_EAGLE_FILE_NAME	n	Eagle sends current file name to host.
NET_GET_SYSTEM_TIME	t	Eagle sends date time inf to host.
NET_SET_SYSTEM_TIME	T	Sets Eagle date time = mm/dd/yyyy hh:mm.
NET_INIT_FONTS	f	Eagle rebuilds font structure.

Usage of the Eagle Network Commands:

The following commands are, "current eagle file name" dependent and require that a valid file name be set on the Eagle prior to their usage:

NET_EAGLE_BUILD – B – this command requires that the host computer send a valid message.txt file name to the Eagle printer via the NET_SET_EAGLE_FILE_NAME – N – command. The file name must conform to the DOS standard 8.3 naming convention. Typical test filenames might be: message.txt, test1.txt, etc... Note: the file selected must be present on the Eagle compact flash disk to be available for build etc on the Eagle.

Typical execution of the build command would require two TCP/IP packets from the host as follows:

Packet 1 = Nmessage.txt

Packet 2 = B

Packet 1 would set the Eagle current filename to message.txt.

Packet 2 would cause the Eagle printer to build the message.txt file. The file would then be ready for printing.

NET_CREATE_PRINT_BMP_FILE – P - you must set the current eagle file name using the NET_SET_EAGLE_FILE_NAME – N - command. The file name must conform to

the DOS standard 8.3 naming convention. Typical test filenames might be:
message.bmp, test1.bmp, etc...

Typical execution of the create print bmp command would require two additional TCP/IP packets from the host as follows:

Packet 1 = Nmessage.bmp

Packet 2 = P

Packet 1 would set the Eagle current filename to message.bmp.

Packet 2 would cause the Eagle printer to save the current print bitmap to the message.bmp file. The message.bmp file would then be ready available for retrieval from the Eagle via FTP. Note: the corresponding message.txt file must be built as in the above build example prior to the use of the create print bmp file cmd or the bitmap file will be invalid.

In other words starting from scratch one would have to send four command packets to the Eagle to select the message.txt file, build that file, set the message.bmp file name, and finally to create a print bitmap file for retrieval. The packet sequence follows:

Packet 1 = Nmessage.txt

Packet 2 = B

Packet 3 = Nmessage.bmp

Packet 4 = P

Packet 1 would set the Eagle current filename to message.txt.

Packet 2 would cause the Eagle printer to build the message.txt file. The file would then be ready for printing.

Packet 3 would set the Eagle current filename to message.bmp.

Packet 4 would cause the Eagle printer to save the current print bitmap to the message.bmp file. The message.bmp file would then be ready available for retrieval from the Eagle via FTP.

The other version, ink usage and date/time commands are simple and their use is very straightforward. Feel free to experiment with the following Leader Test software.

Leader provides Win95/98/NT test software to help with the testing and implementation of the above commands. This utility is called Sock and is installed in the Leader Software target directory in the, "Network Tools" subfolder.

Please feel free to contact me for additional information:

Rob D.

Software Eng

Leader Corp

817.640.4610

robd@leadercorp.com