ePOS-Print SDK for Windows Store apps
Application Development Setup Guide

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Rev. A

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Overview

This document describes how to build an environment for developing an application using Visual Studio 2013 that performs printing from a Windows 8.1-installed device .

Set up the environment to run the sample application supplied with ePOS-Print SDK for Windows Store apps.

Environment

ePOS-Print SDK for Windows Store apps can be used in the following development environment:

- ❏ OS: Windows 8 (32 bit / 64 bit)
- ❏ Development Environment Support Software: Visual Studio 2013
- ❏ Development Language: Visual C# / Visual Basic .NET
- ❏ SDK: ePOS-Print SDK for Windows Store apps
- ❏ Sample Application: Sample application provided with ePOS-Print SDK for Windows apps

- This document applies to the environment as described below. Information such as the Web page URLs and the download file versions are as of May 2014. If your environment is different from the following, interpret the descriptions accordingly.
  - ∗ OS: Windows 8.1 (32 bit)
  - ∗ Development Environment Software: Visual Studio 2013
  - ∗ Development Language: Visual C#
  - ∗ SDK: ePOS-Print SDK for Windows Store apps Ver.1.4.1.0
- The sample application contains the following development languages:
  - ∗ Visual C#
  - ∗ Visual Basic .NET

Package

File name	Description
LibEposPrint.vsix	The ePOS-Print library. (Installer)
ePOS-Print_Sample_WinStoreApps.zip	A sample application fille.
EULA.en.txt	Contains the SOFTWARE LICENSE AGREEMENT. (The English-language edition)
EULA.jp.txt	Contains the SOFTWARE LICENSE AGREEMENT. (The Japanese-language edition)
ePOS-Print_SDK_WinStoreApps_EN_RevX.pdf	An User's Manual. (The English-language edition) Describes the ePOS-Print SDK for Windows Store apps programming methods and APIs.
ePOS-Print_SDK_WinStoreApps_JA_RevX.pdf	An User's Manual.(The Japanese-language edition)
README.en.txt	A readme file. (The English-language edition)
README.jp.txt	A readme file. (The Japanese-language edition)

Setting up an application development environment

Operation Workflow

1. *"Building a Visual Studio 2013 environment" on page 4*

   Build a Visual Studio 2013 environment.

2. *"Installing the ePOS-Print SDK for Windows Store apps" on page 5*

   Install the ePOS-Print SDK for Windows Store apps to the computer.

3. *"Starting the sample application" on page 6*

   Start the sample application.

Building a Visual Studio 2013 environment

This section describes how to build a Visual Studio 2013 environment.

1. Get a Microsoft account

Access the following URL and get a Microsoft account.

http://http://www.microsoft.com/en-us/account/default.aspx

2. Make registration for MSDN subscriptions

When Visual Studio 2013 is bought as a disk image, registration for MSDN subscriptions is necessary. Make registration on the following website:

http://msdn.microsoft.com/en-us/subscriptions

3. Install Visual Studio 2013

Buy Visual Studio 2013 and install it.

4. Get a developer license.

When Visual Studio 2013 starts up for the first time, a message appears, prompting you to get a developer license. Use your Microsoft account to get a developer license.

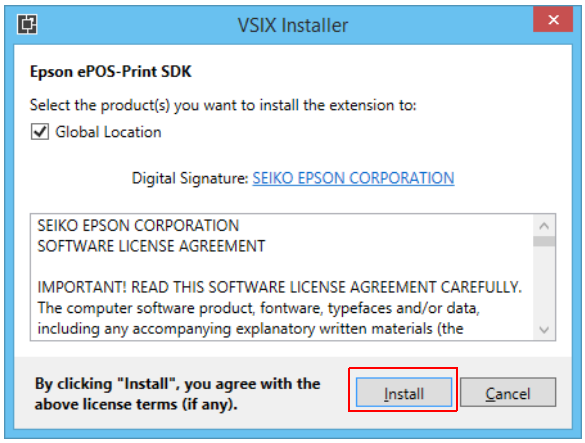
- When Visual Studio 2013 is bought as a disk image, a Visual Studio edition that can be used varies depending on the type of MSDN subscriptions. Use the edition that conforms to the type of your MSDN subscriptions.
- You have to renew your developer license at certain time intervals. When your developer license expires, get a developer license again.

Installing the ePOS-Print SDK for Windows Store apps

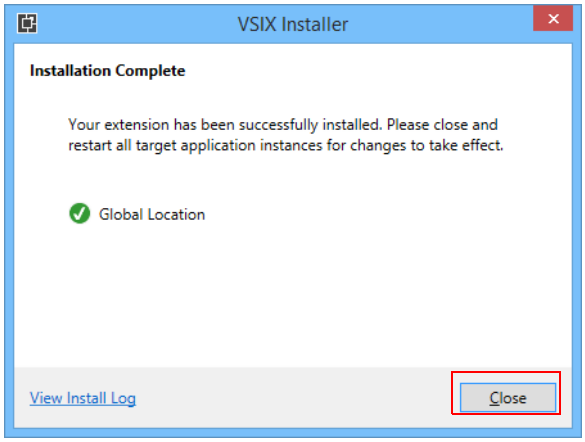
Install ePOS-Print SDK for Windows Store apps to your computer.

1 Execute LibEposPrint.vsix.

2 The window below appear. Click (Install).
Then, ePOS-Print SDK for Windows Store apps is installed.



3 "Installation Complete" window appears. Click (Close).



If ePOS-Print SDK for Windows Store apps is installed while Visual Studio 2013 is running, restart Visual Studio 2013.

Starting the sample application

This section describes how to execute the sample application provided with ePOS-Print SDK for Windows Store apps.

1. Load the application

Using Visual Studio 2013, load the sample application. (page 6)

2. Set the sample application

Set Reference for the sample application. (page 7)

3. Execute the sample application

Execute the sample application. Use any of the following methods to execute the sample application:

- Starting up the sample application using the development environment (page 8)
- Starting up the sample application by side-loading the application onto the target terminal (page 11)
  To start up the sample application through side-loading, a developer license is necessary.

Loading the sample application

Load the sample application onto Visual Studio 2013.

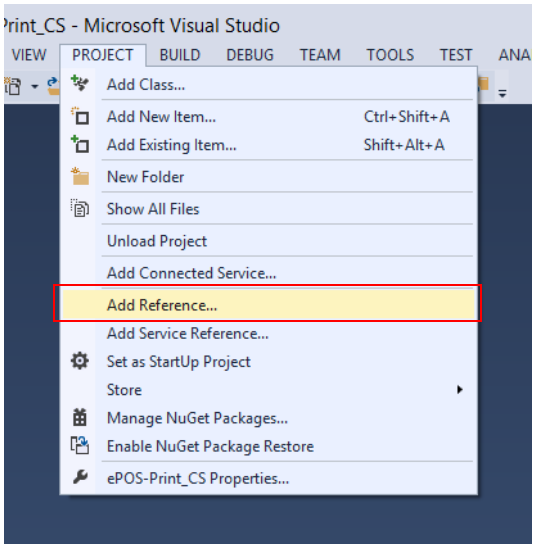
1 Decompress the sample application zip file provided with ePOS-Print SDK for Windows Store apps into an arbitrary location.

2 Open the sample application solution files using Visual Studio 2013.
Their filenames are as follows:

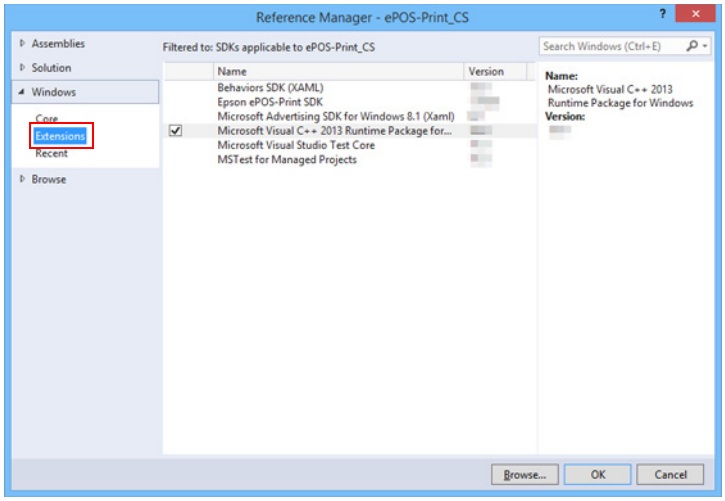
Development language	File name
Visual C#	ePOS-Print_CS.sln
Visual Basic	ePOS-Print_VB.sln

Setting up the sample application

1 Select (Add Reference...) from (PROJECT) menu.

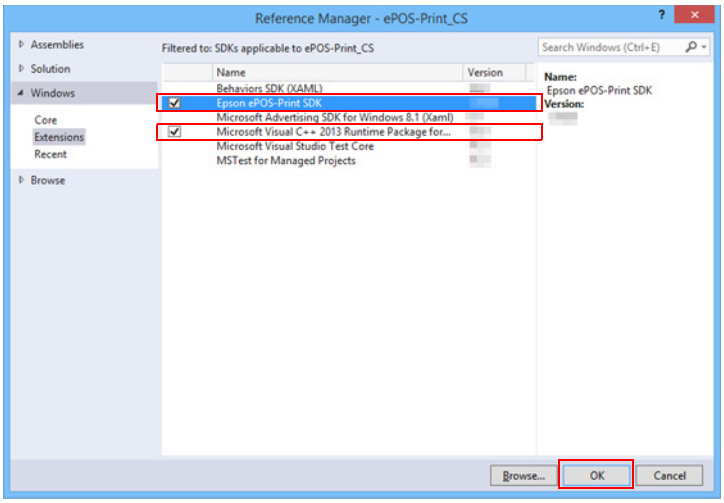


2 "Reference Manager" window appears. Select (Windows) - (Extensions).



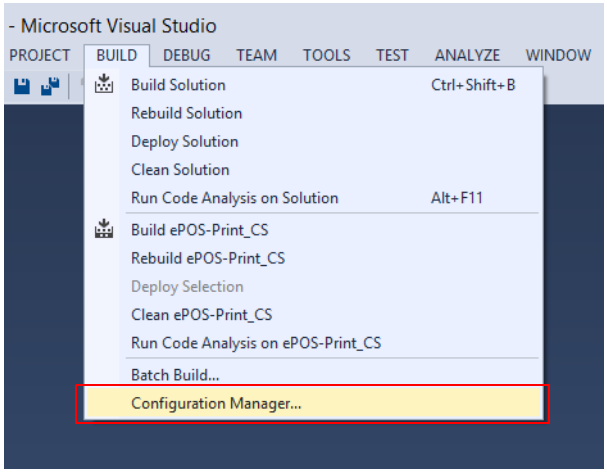
3 Select the checkboxes for the following SDKs and click (OK).

- Epson ePOS-Print SDK
- Microsoft Visual C++ 2013 Runtime Package for Windows

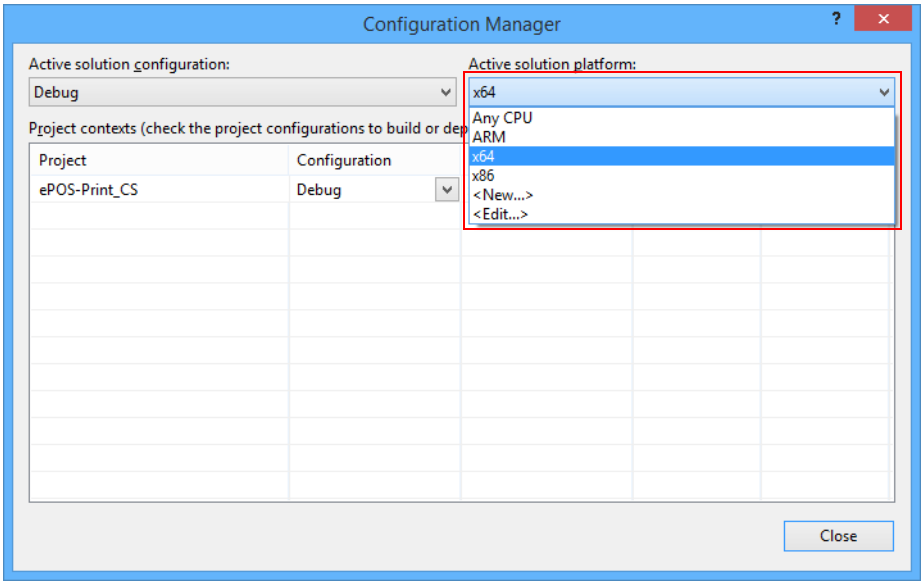


Starting up the sample application using the development environment

1 Select (Configuration Manager...) from (BUILD) menu.

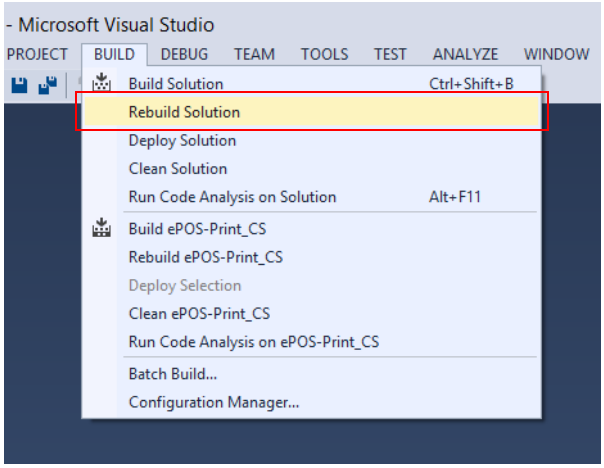


2 "Configuration Manager" window appears. Select "x86" or "x64" for (Active solution platform) and click (Close).

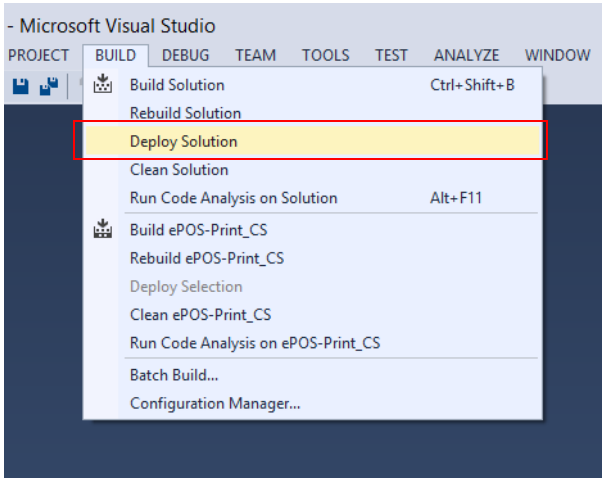


ePOS-Print SDK for Windows Store apps is developed using C++/CX (unmanaged code). For that reason, be sure to specify either "x86" or "x64" for (Active solution platform).

3 Select (Rebuild Solution) from (BUILD) menu.

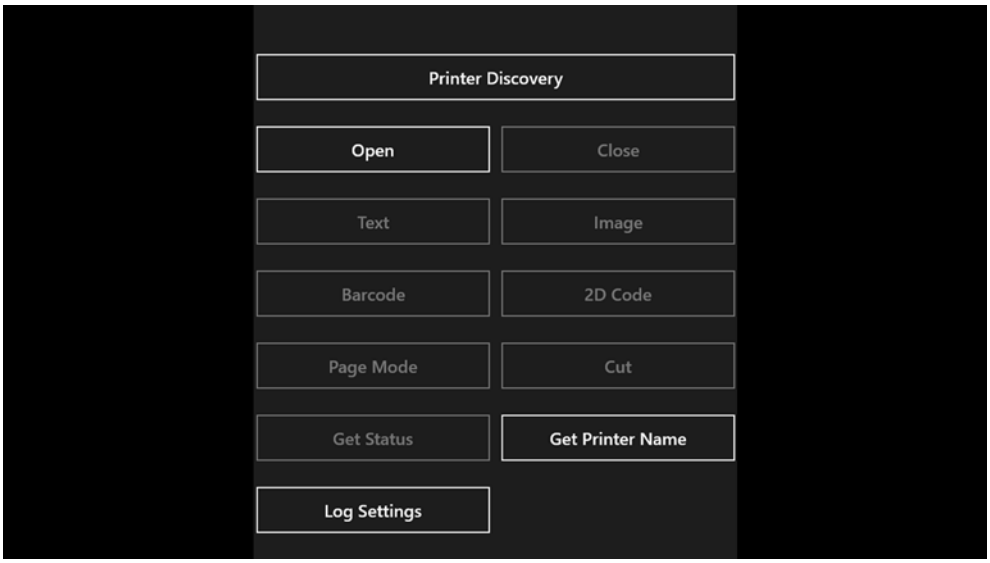


4 Select (Deploy Solution) from (BUILD) menu.



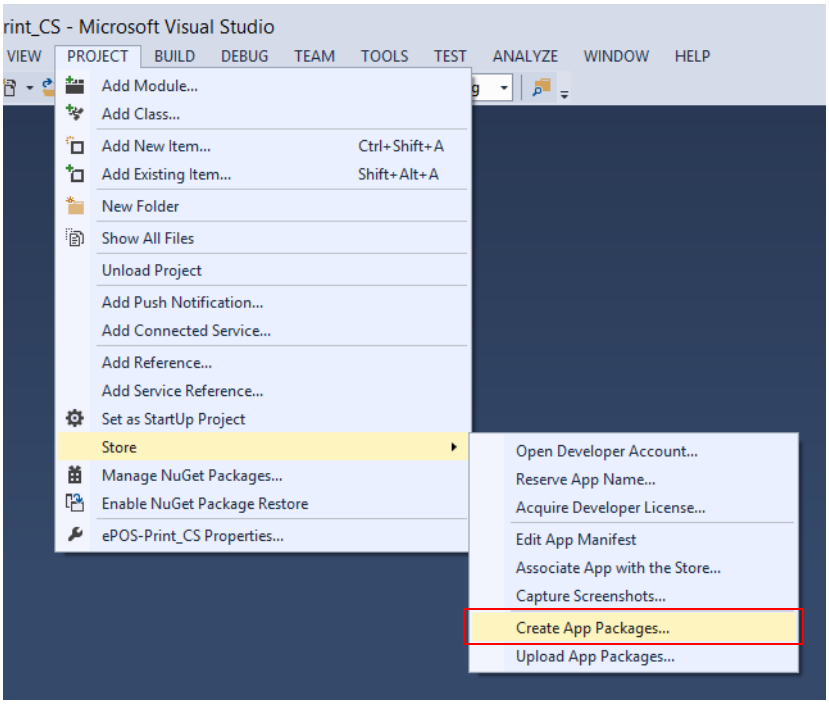
5 Select a project name from the start menu on Windows.

The sample application starts.

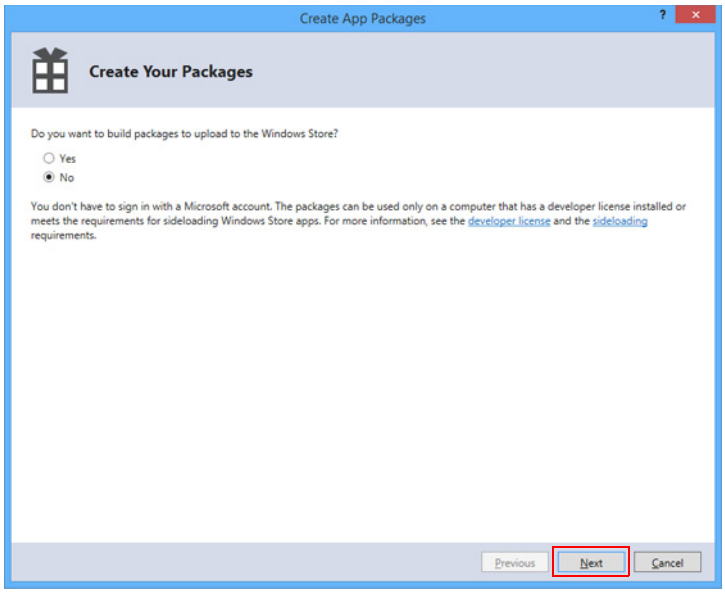


Starting up the sample application by side-loading the application onto the target terminal

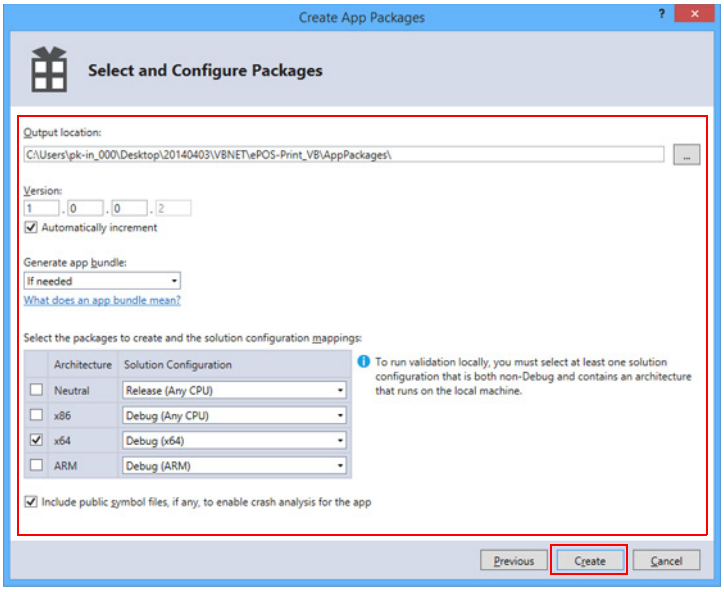
1 Select (Store Create App Packages...) from (PROJECT) menu.



2 "Create App Packages" windows. Select (No), then click (Next).

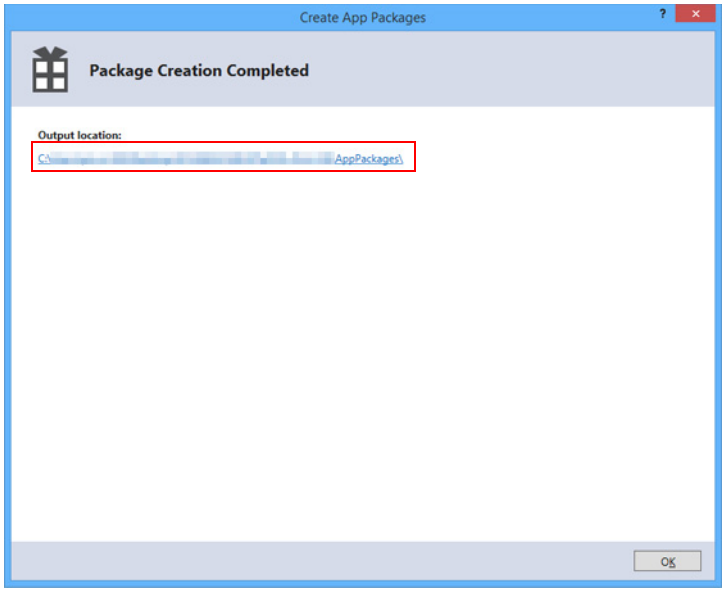


3 "Select and Configure Packages" window appears. Configure settings such as output location and solution configuration and click (Create).



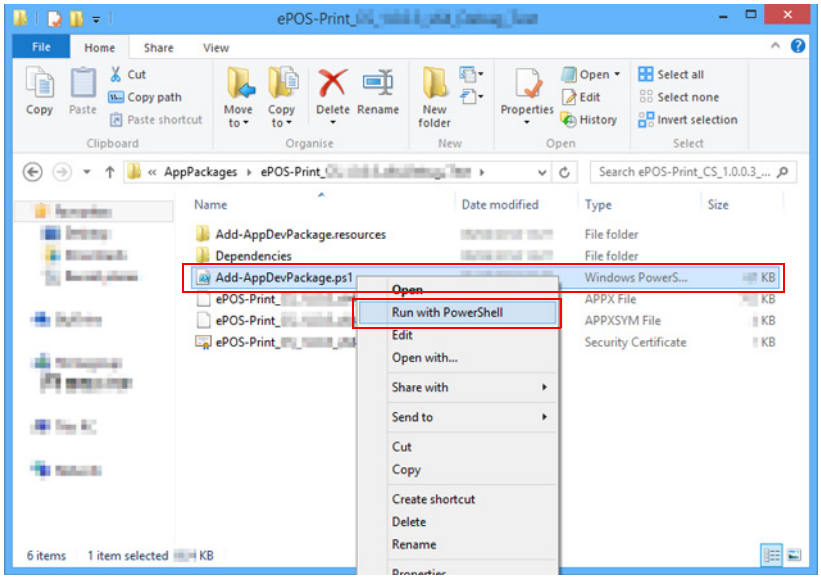
ePOS-Print SDK for Windows Store apps is developed using C++/CS (unmanaged code). For that reason, be sure to specify either "x86" or "x64" for (Select the packages to create and the solution configuration mappings).

4 "Package Creation Completed" window appears. Check the output location and click (OK).



5 Open the output location directory and copy the folder into an arbitrary location in the target terminal.

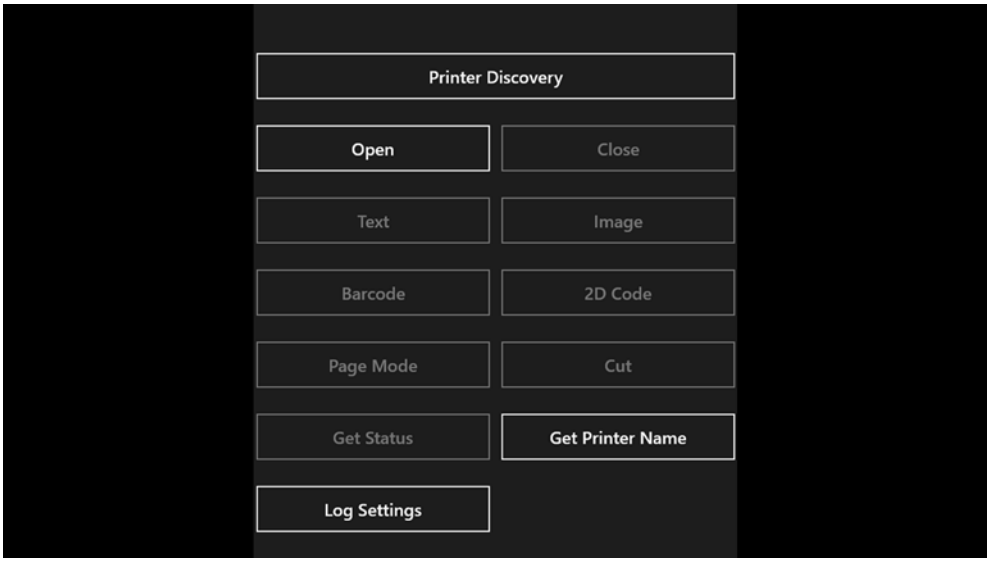
6 In the target terminal, select the "Add-AppDevPackage.ps1" file in the copied folder and select (Run with PowerShell) from Context Menu.



When Windows Power Shell executes, a message appears, prompting you to get a developer license. Use your Microsoft account to get a developer license.

7 As instructed by the script, transfer the sample application to the target terminal.

8 Select a project name from the start menu on Windows of the target terminal.
The sample application starts.

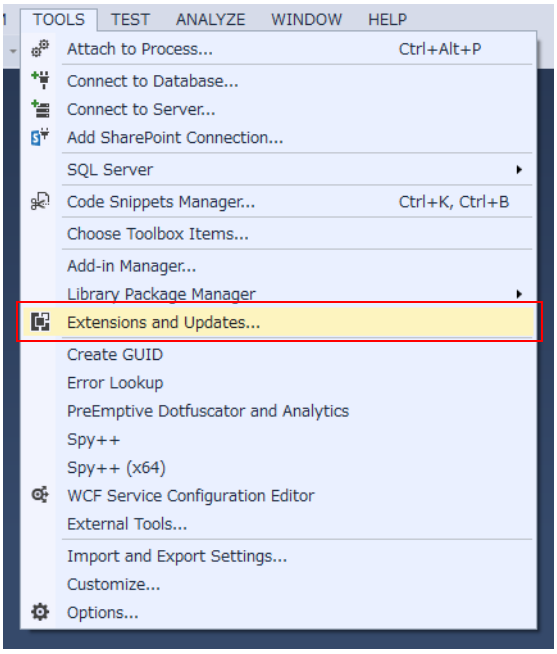


Uninstalling the ePOS-Print SDK for Windows Store apps

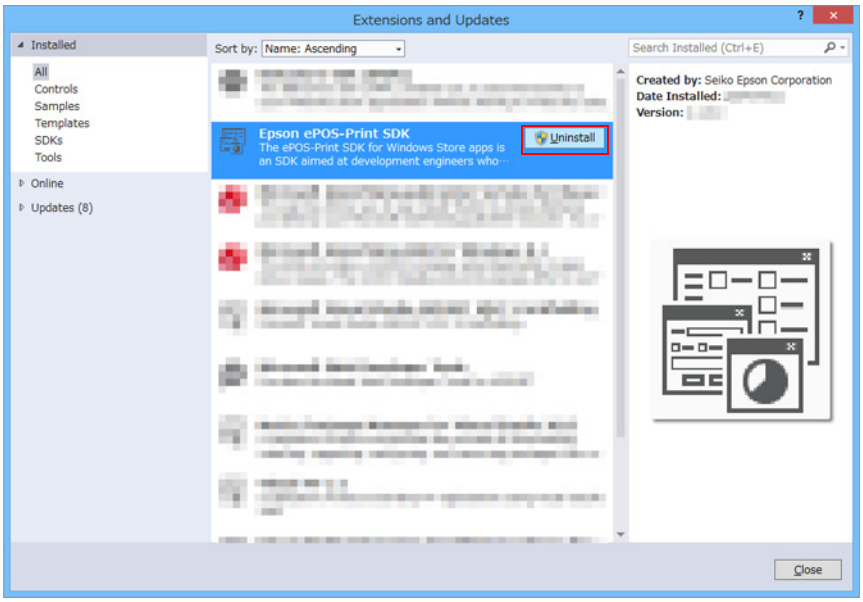
To uninstall ePOS-Print SDK for Windows Store apps, take the following procedure.

1 Start Visual Studio 2013.

2 Select Extensions and Updates...) from (TOOLS) menu.

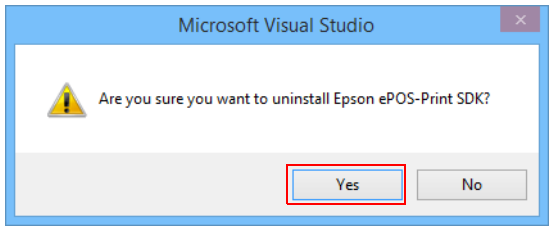


3 "Extensions and Updates" window appears. Select (Epson ePOS-Print SDK), then click (Uninstall).



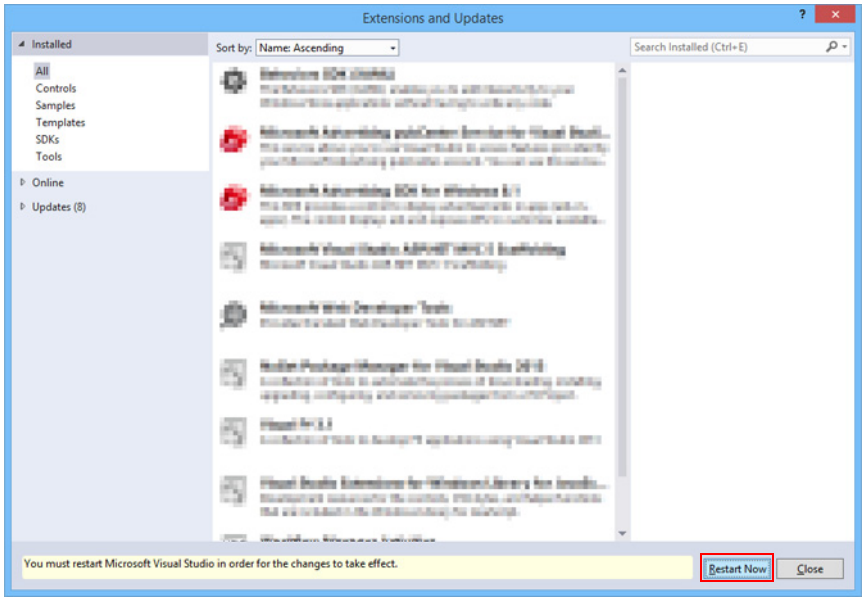
4 The confirmation dialog box for uninstallation appears. Click (Yes).

ePOS-Print SDK for Windows Store apps is uninstalled.



5 Click (Restart Now).

Visual Studio 2013 restarts.



Then, the uninstallation of ePOS-Print SDK for Windows Store apps ends.