

NiceLabel SDK Installation and Deployment Guide

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2 Introduction

2.1 Who Should Use This Guide?

This guide is intended for software developers who want to programmatically integrate printing of NiceLabel label templates into their own application. While such approach allows seamless integration into third party applications, it requires understanding of .NET Framework technologies and object oriented programming techniques. You will also need experience with C# programming language and Visual Studio to understand and use the sample applications. For easier non-programmable printing integration, consider using NiceLabel Automation integration module instead.

2.2 Typographical Conventions

Class names are displayed as `Consola.Font.Red`.

File names and properties are written as `filename.ext`.

NOTE: Points of special consideration appear with green backgrounds.

2.3 Sections

This guide is organized into the following sections:

- **What is NiceLabel SDK?** Presents an overview of the NiceLabel SDK.
- **Deploying and licensing.** Describes the installation and licensing process to ensure all resources are available for integration.
- **Using NiceLabel SDK.** Best practices and suggestions for working with the NiceLabel Print Engine.
- **Technical Support.** Where to go for additional assistance.

3 What is NiceLabel SDK

3.1 Introduction To NiceLabel SDK

NiceLabel SDK is .NET Framework based library that enables software developers to seamlessly print NiceLabel label templates.

NiceLabel Print Engine is a rendering engine that is packaged as part of the NiceLabel SDK. It can be the basis for a variety of products for previewing and printing NiceLabel label templates at different stages of the professional print workflow. NiceLabel Print Engine is designed to deliver reliable high-speed printing of labels and documents.

NiceLabel SDK is built on Microsoft .NET Framework and is the preferred choice for developers of .NET applications. It enables users to quickly add full-featured professional label printing capability to their own applications.

NiceLabel Print Engine was designed from ground up with modern multi-core processors in mind. It comes with multi-threading support out of the box to easily deliver the best possible performance on any hardware.

3.2 NiceLabel SDK Components

You have to install the NiceLabel SDK Libraries on each printing client. For more information see [Deploying and Licensing](#).

The NiceLabel SDK includes:

- **NiceLabel SDK Libraries.** A set of managed .NET assemblies that your application will refer to. These assemblies include NiceLabel Print Engine that will be used to interface with label templates and manage print jobs.
- **NiceLabel SDK Installation and Deployment Guide.** This document.
- **NiceLabel SDK Programming Reference.** Contains information about the entire NiceLabel.SDK namespace. See the file [SDK Reference.chm](#).
- **NiceLabel Printer Drivers.** NiceLabel has developed printer drivers for more than 4000 different printer models. We recommend using our native printer drivers so you can benefit from the optimized print streams. For a complete list of downloadable drivers, please visit <https://www.nicelabel.com/downloads/printer-drivers>.
- **NiceLabel SDK samples.** A set of sample applications that will help you get started and demonstrate capabilities of the API. Each Visual Studio project demonstrates how to utilize a specific feature of the NiceLabel SDK. Please refer to the [ReadMe.txt](#) file included with each project as well as the inline code comments for specific details.

4 Deploying and Licensing

4.1 System And Software Requirements

In order to successfully implement NiceLabel SDK, your infrastructure needs to fulfill the system requirements. To install and run this product, you need at least minimum supported configuration.

Please consult general [NiceLabel System Requirements](#). To develop your application you will need a development environment which can be used with .NET Framework 4.5 such as Microsoft Visual Studio 2012 or newer.

4.2 Deploying NiceLabel SDK

The NiceLabel SDK installation package installs the following:

- **SDKFiles folder.** This folder contains the following.
- **Subfolders with DEMO/Sample applications.** These folders include C# sample applications (in source code). They reference the files from `SDKFiles` folder. Project files can be opened, compiled and executed. Each folder includes also a short description about the project.
- **SDK Reference.chm.** The NiceLabel SDK help file.

NOTE: When you download NiceLabel SDK ZIP file from the web, make sure to first unblock it. If you do not unblock it, Windows will treat the content of ZIP file as untrusted and you might see the load errors such as "Cannot load assembly. Error details: System.IO.FileLoadException", when you load NiceLabel SDK files in your applications. Right click the ZIP file and click Unblock button. For more information, see [Knowledge Base article KB271](#).

4.3 Licensing

Before you can use the NiceLabel SDK on a workstation the license has to be activated.

The license is provided in the file `certificate.ini`, which licenses the NiceLabel SDK components immediately. When NiceLabel print engine finds this file upon its initialization, it will validate the contents. If no error has been detected, it will run. No internet or network connection is needed.

NOTE: To activate the NiceLabel SDK make sure the copy of the `certificate.ini` file is included in the folder with NiceLabel SDK files **on each client**.

5 Using NiceLabel SDK

5.1 Getting Started

The easiest way to get started is to consult the samples NiceLabel has prepared to demonstrate various capabilities of NiceLabel SDK.

Samples are located in the following folder:

The folder where you have extracted the NiceLabel SDK ZIP file.

The sample applications have been written in C# with Visual Studio 2013. Each sample focuses on a typical task and is accompanied with a [ReadMe.txt](#) file and code comments which provide important notes for integrating with NiceLabel SDK components.

NOTE: We recommend to start with **SimpleTestApplication** sample.

5.2 Referencing NiceLabel SDK

To include the NiceLabel Print Engine in an application, you will need to create a reference to the [SDK.NET.Interface.dll](#) assembly.

This file can be found in the [SDKFiles](#) folder, where you have extracted the NiceLabel SDK ZIP file.

It is recommended to keep the files of NiceLabel SDK in a separate folder to your application's executable. When the reference to [SDK.NET.Interface.dll](#) file is made, this file may be copied to your application's bin folder.

5.3 Label Design

NiceLabel SDK components have no label design capabilities and no user interface. It is strictly a print engine which is embedded into other applications.

Label templates, which the NiceLabel Print Engine will use for printing, must be created in the application NiceLabel Designer 2017. This is the label design tool that you use to create graphical layout of label templates, define object properties, and variable fields.

You will use NiceLabel Designer to create your label templates, and you will use NiceLabel SDK to merge user data, and to manage label printing.

5.4 Typical Workflow Tasks

5.4.1 Print Engine Management

All NiceLabel SDK features are exposed through the `NiceLabel.SDK.IPrintEngine` interface.

When the application refers the `SDK.NET.Interface.dll` assembly, it can access `PrintEngineFactory` static class. Before using any other properties, the application needs to set the `SDKFilesPath` property. This is necessary for the library to access the NiceLabel SDK files, which can exist on different locations.

Once the location is known, the application can retrieve the `IPrintEngine` interface by accessing the `PrintEngineFactory.PrintEngine` property.

After retrieving the `PrintEngine`, a call to `Initialize()` method of the returned `IPrintEngine` instance needs to be done.

```
IPrintEngine printEngine = PrintEngineFactory.PrintEngine;
printEngine.Initialize();
```

Before terminating the application, `Shutdown()` method of the `IPrintEngine` instance should be called to release all resources used by the library.

5.4.2 Label Template Management

Access to label template files will be crucial for all workflows. The `OpenLabel()` method allows your application to manage which template(s) your users will have access to. Templates can be opened from files on your client's file system or from `System.IO.Stream` objects for users that want to deploy them embedded in their application or maintained in a database.

NOTE: See the sample **SimpleTestApplication**.

5.4.3 Printer Management

NiceLabel Print Engine provides a list of locally available printer drivers to your application and is provided as a convenience to reduce coding on your side.

Printer selection follows this hierarchy:

1. The `PrinterName` property is set to a valid printer name.
2. The printer name stored on the template is found.
3. The system's default printer.

NOTE: See the sample **PrinterSelectionSample**.

5.4.4 Graphical Preview And Digital Archiving

Label previews are a vital part of any print workflow system. Print production personnel as well as consumers rely on online- and hard copy previews as assurances of final job quality.

NiceLabel SDK-based applications will use the same print engine for both previews and final output, thus ensuring that what you see is indeed what you get.

With the `GetLabelPreview()` method, your application can retrieve a graphical preview of the next label that will be printed. This method is very convenient for displaying a true preview so that the user can see what will be actually printed.

The `PrintToGraphics()` method will generate a series of images of all the labels that would be printed. This can be useful for achieving purposes or working with proof-of-concepts.

NOTE: See the samples **GetLabelPreviewSample** and **PrintToGraphicsSample**.

5.4.5 Label Printing

NiceLabel technology allows you to print to any printer with a Windows driver. In addition, NiceLabel output provides printer commands for more than 4000 label printers allowing you to use native printer features, such as barcodes, font and counters, thus improving printing performance.

NiceLabel SDK offers three different printing modes:

- **Synchronous Printing.** This mode maintains a connection to the print process. In this mode, the application sends data to the print process and keeps the connection to it established as long as the print process is busy. Calling the `Print()` method returns feedback about the print job.
- **Asynchronous Printing.** This mode processes the print job in its own thread. This boosts performance and increases the number of print jobs that can be processed in a time frame. When using the `PrintAsync()` method, the caller is notified via event handlers when print process status changes.
- **Session Printing.** NiceLabel's unique concept of session printing assures that every print job will be printed exactly as you intended. If you need to make sure that your print jobs are not interrupted when using shared printers or you need to print different labels on a single page, NiceLabel makes it easy with session print.

All labels within a single session print are sent to the printer as a single job, ensuring the correct printing order.

Each session printing includes three stages: `StartSessionPrint()` initializes a new printing session, `SessionPrint()` adds a print request to the current session and can be called multiple times, and `EndSessionPrint()` finalizes the current session.

NOTE: See the sample **SimpleAsyncPrintSample**.

5.4.6 Print Job Monitoring

Regardless of the label printing mode you chose, NiceLabel SDK lets you monitor the printing process through simple, event-based print job status updates. This detailed access to your printing process allows you to control and respond correctly to any situation.

NOTE: See the sample **SimpleAsyncPrintSample**.

5.4.7 Exception Handling

All exceptions from the NiceLabel Print Engine will be of type `SDKException`. This class contains detailed information about errors that might be encountered.

NOTE: See the sample **ExceptionHandlingSample**.

6 Technical Support

NiceLabel is renowned for its dedication to customer satisfaction. We have continued this tradition by making our site on the World Wide Web a valuable resource for answers to many technical support issues. We encourage you to make this your first stop for getting the latest information quickly and efficiently.

6.1 Online Resources

- Knowledge base: <https://www.nicelabel.com/support/knowledge-base>
- NiceLabel Support: <https://www.nicelabel.com/support/technical-support>
- NiceLabel Tutorials: <https://www.nicelabel.com/learning-center/tutorials>
- NiceLabel Forums: <https://forums.nicelabel.com/>

If you cannot solve the problem on your own, please contact your local vendor, representative offices, or NiceLabel technical support.

If you have an active support maintenance agreement (SMA), please follow the steps in the agreement.

6.2 NiceLabel Representatives

For a current list of local NiceLabel Representatives, please visit
<https://www.nicelabel.com/contact>.

6.3 Compatibility Issues

If you are migrating from **NiceLabel .NET SDK V6**, the existing applications need to add `SDK.NET.Interfaces.dll` assembly to the references. No other changes are necessary, the applications can still use own assembly resolving if required.

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