

# Epson ColorWorks Series Technical Training



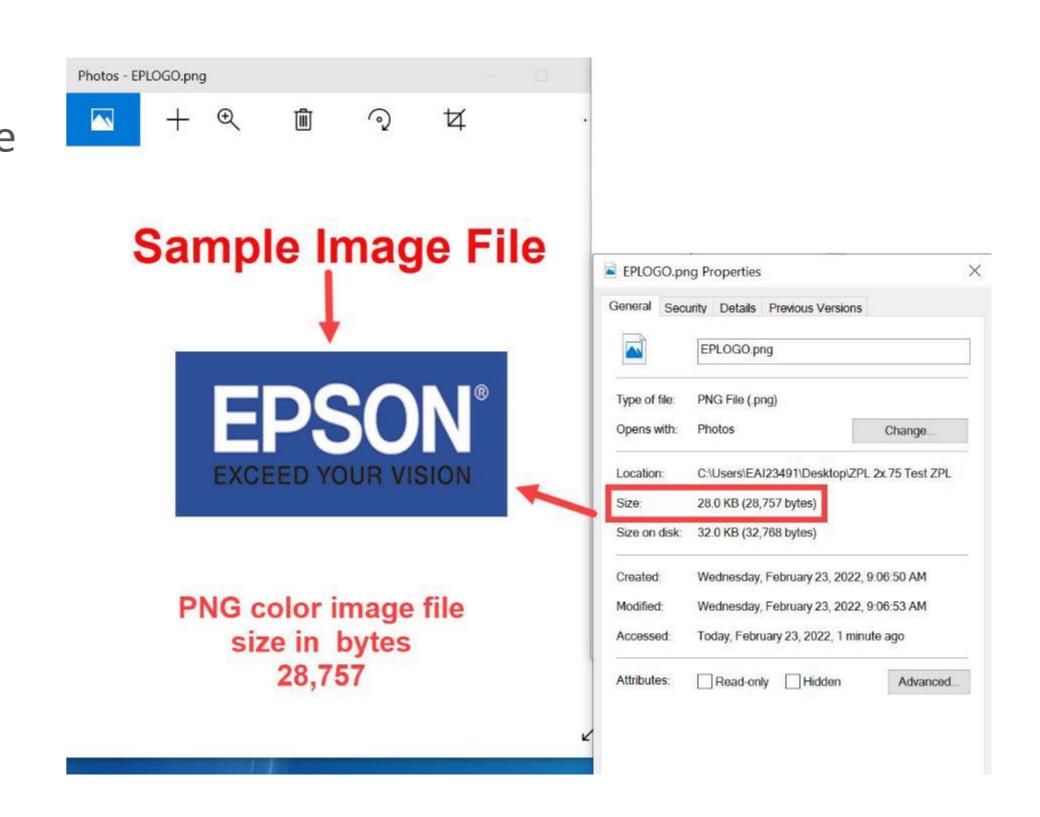
# Combining Color Images in a ZPL Data Stream



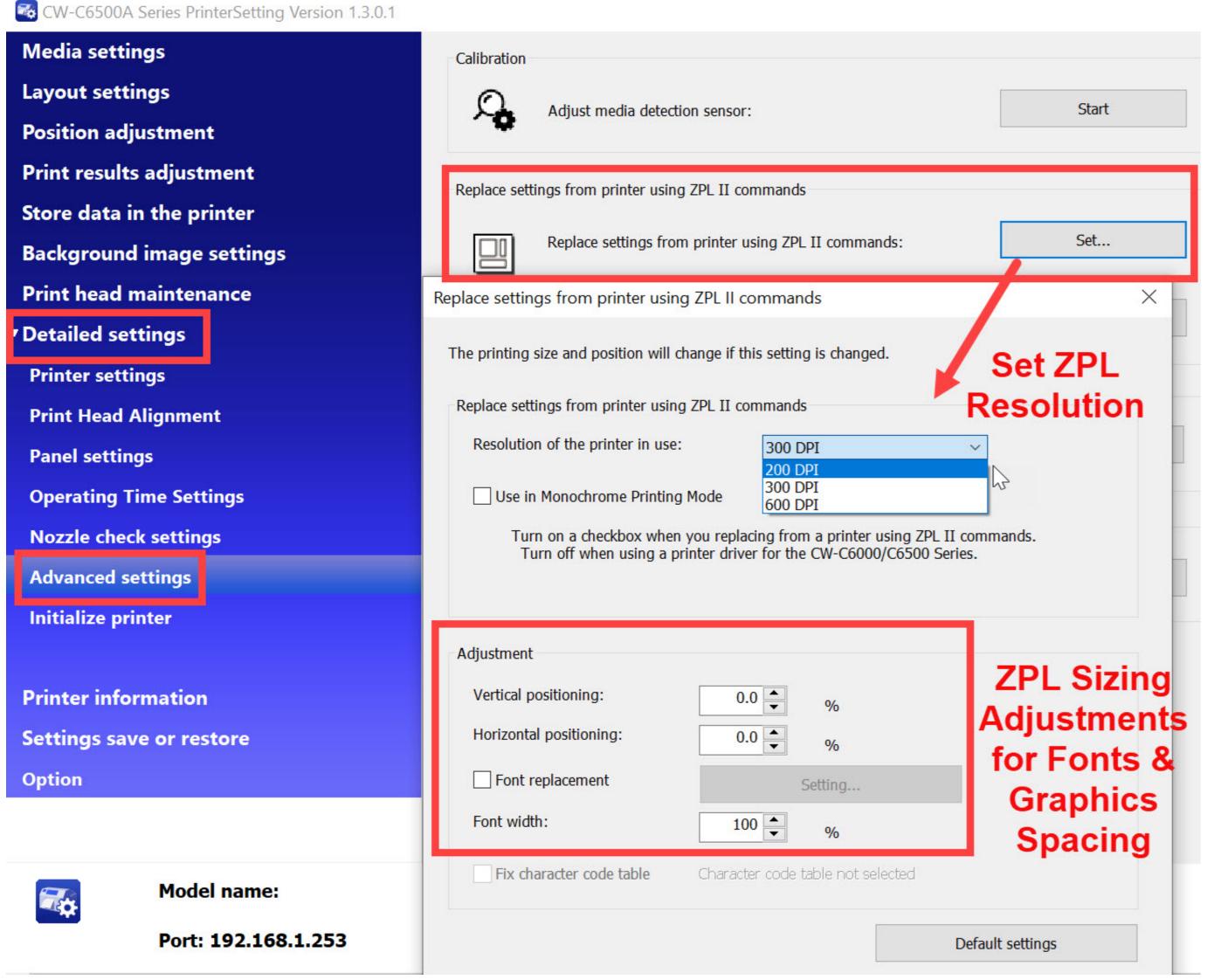


# Setting Up a Color PNG Image to Print Using ZPL

- ZPL II is natively a monotone printer language, but Epson has included the ability to print and colorize ZPL by adding special features to their ColorWorks ESC/Label code.
- Along with the ability to colorize text and objects, color images can also be combined in the ZPL code allowing a customer to dynamically print color images within their ZPL architecture.
- The process outlined here is a manual method used to explain the basic steps needed to add color images to a ZPL data stream. C#, .Net and Java developers can make use of the ESC/Label image registration and printing commands to develop specific color printing applications within a ZPL framework.
- To begin, a PNG image should be set to the correct size and resolution. If printing at ZPL native 600, 300 or 203 dpi set the PNG image resolution accordingly.
- Determine the byte size of the PNG image by using the image Properties.
- The correct image byte size information is critical for registering the image to the printer.

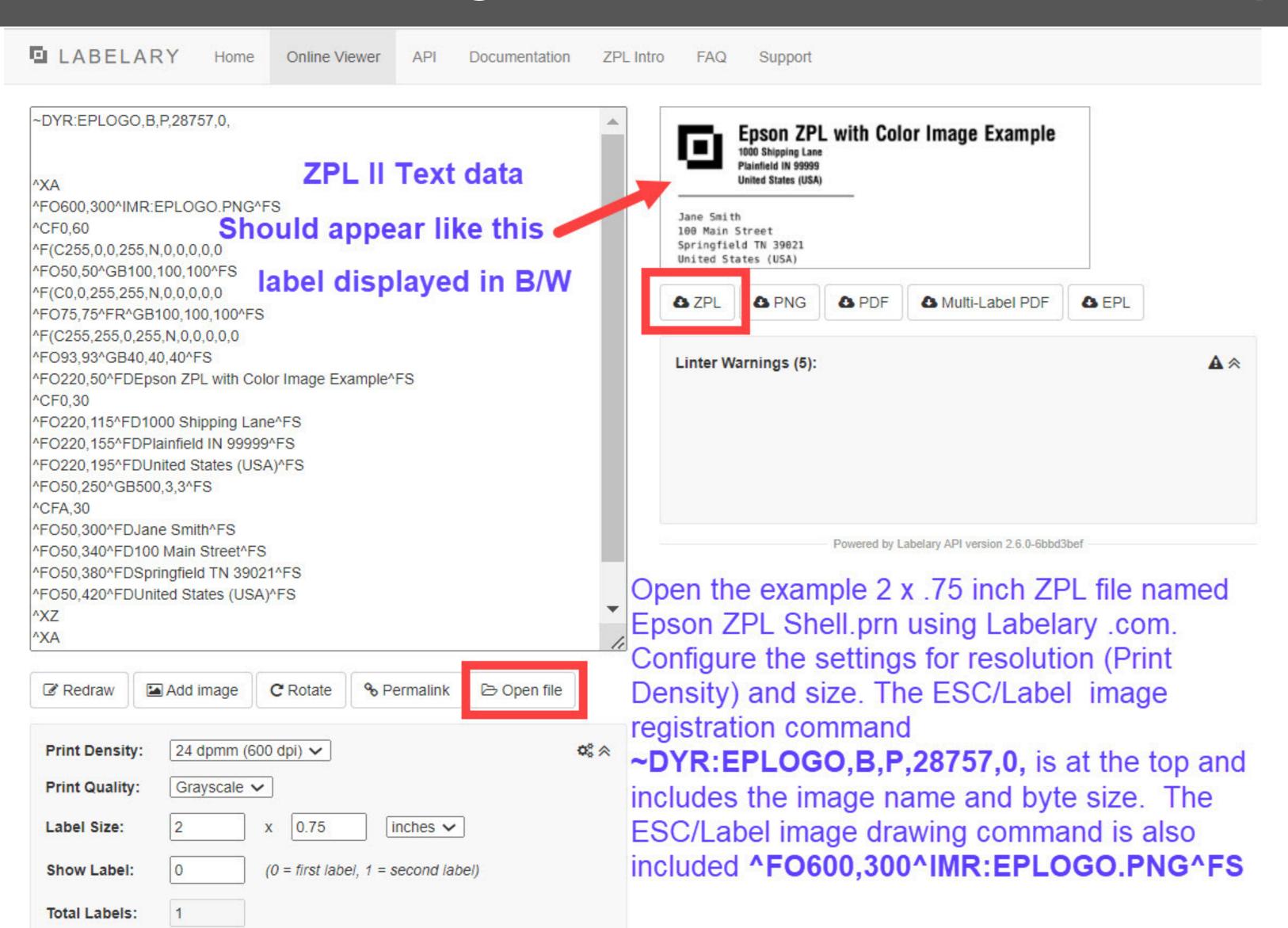


#### Combining Color Images in a ZPL Data Stream, Preparing the Printer



- The Epson C7500, C6000 and C4000 Colorworks series printers are natively capable of parsing and printing ZPL II print data using the native ESC/Label printer language.
- In order to print ZPL II, the printer needs to be configured for the correct ZPL print resolution by using the Printer Setting utility. Each printer series has its own Printer Setting utility unique to the printer and needs to be initiated from the Windows Start menu, not the Windows driver.
- Note that the native ZPL print resolution of 203 dpi does not exactly conform to the Epson's resolution of 200 and for that reason an adjustment panel was added to scale and modify the objects for the C6000 and C4000 series printers.

# Using Labelary.com to Set Up a ZPL Shell



- The ZPL text and design data can be created and displayed using the Labelary.com website. There is no support for color.
- The sample label to the left was set up to be 2 x .75 inches at 600 dpi.
- Using ESC/Label, the ~DY command is used to register the color image to the printer's memory.
- Insert the ~DY Label image registration command before the "^XA" command which in ZPL determines the beginning of text, barcode and graphic data.
- The ^IM command is used to print the registered image and also supports positioning within the label.
- Save the data as ZPL and change the extension to .prn.

# The ~DY Command Stores the Image Data

Command	Function identifier	Command name	Description	Classification	Command code	Description of parameters	Definition range for ESC/Label
~DY			Downloads the graphic or font data to the printer.	Graphic	~DYd:o,f,x,t,w,data	d: Storage drive	d = R/E/B/A R: Volatile memory E: Non-volatile memory B: Optional memory A: Optional memory
						o: File name	ASCII code within 8 characters
						f: Data format	f = A/B/P A: ASCII/ZB64 B: Binary P: PNG(ZB64)
						x: Extension type	x = E/G/P/T/BGD/UCL E: TTE G: GRF P: PNG T: TTF BGD: BGD UCL: UCL
						t: Graphic data size [byte]	t > 0
						w: Data size per line [byte]	w > 0
						data: Data	ASCII or binary (Varies based on Parameter f)

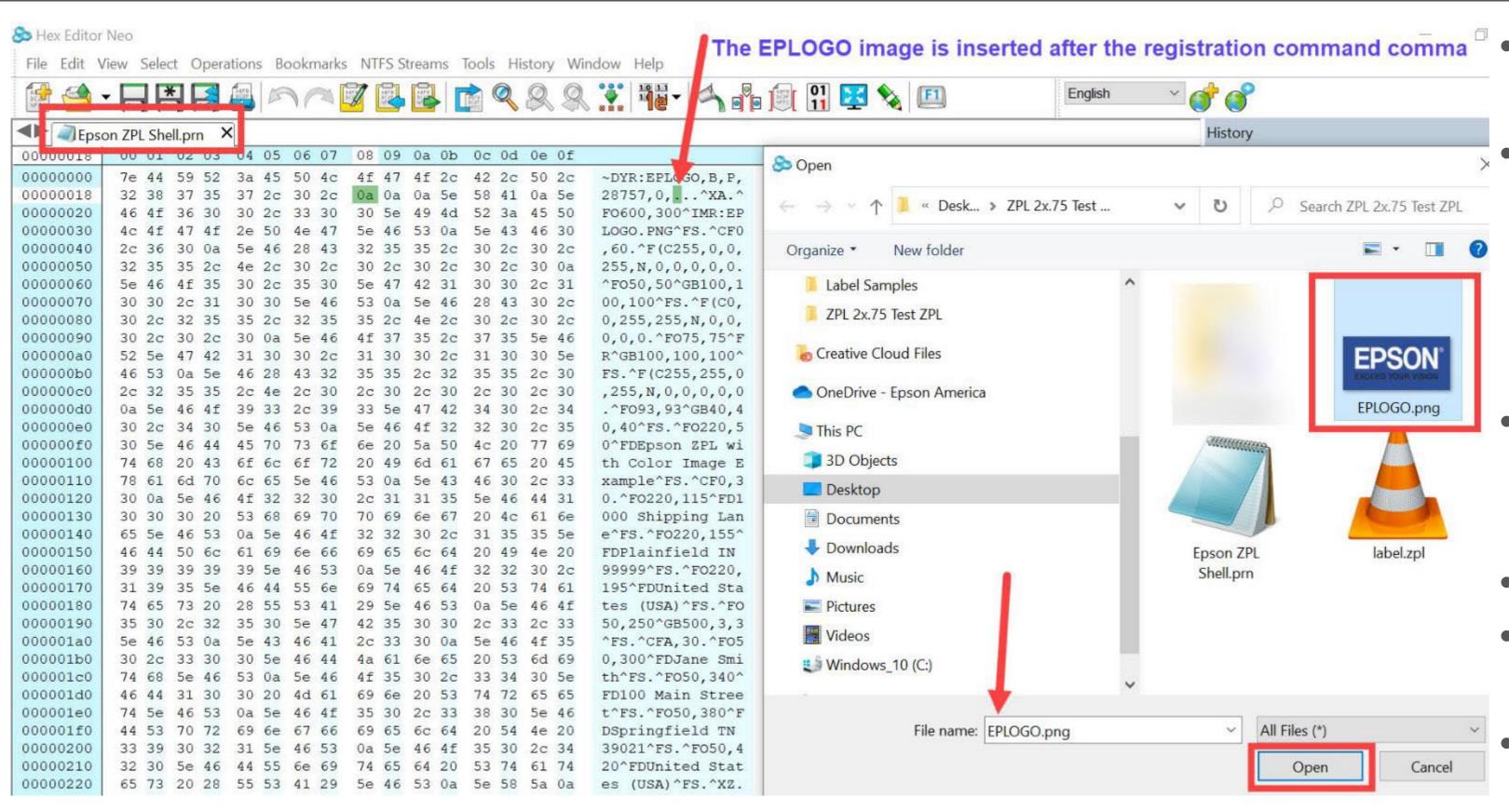
- The ESC/Label command for registering an image is ~DY. The ~DY command needs to have parameters defined for Storage drive, File name, Data format, Extension, image data size in bytes and Data size per line if not a PNG file and the image data comprised of binary hex with ANSI encoding.
- The ~DY parameters we will use for the example image is ~DYR:EPLOGO,B,P,28757,0,
- In the case of the code listed above, the image is to be stored to the printer's volatile memory (parameter R) and will stay in memory until power is lost or a command is used to erase it.

### The 1M Command Prints the Image Data

Command	Function identifier	Command name	Description	Classification	Command code	Description of parameters	Definition range for ESC/Label
^IM			Renders the graphic file to the field.	Graphic	^IMd:o.x	d: Storage drive	d = R/E/B/A R: Volatile memory E: Non-volatile memory B: Optional memory A: Optional memory
						o: File name	ASCII code within 8 characters
						x: Extension	x = GRF/PNG

- The ^IM command informs the printer to print the previously stored image from the printer's memory in a location somewhere on the label determined by the ^FO command preceding it.
- The 'IM and 'FO command to print the example file is 'FO600,300'IMR:EPLOGO.PNG'FS
- Another ESC/Label command to use for printing is ^IL but it does not position the image data on the label.

## Working With A Hex Editor to Insert Color Image Data



\*Do not use Notepad to save or edit the file because the encoding will be lost, use Notepad++ instead for editing.

- Use Hex Editor Neo to insert the PNG binary hex image data to the ZPL data shell. Begin by selecting the dot after the location of the comma from the ~DR command for image registration as this is
- Open the PRN shell file saved from page 4 using the Hex Editor. Select File, Open, Open File...

where the binary hex image data will be

Select Edit, then Insert Mode.

inserted.

- Next, select Insert File... and browse to the PNG file listed in the ~DY command.
- Select Open and the binary hex image data populates and displays in Red.
- Select File, Save As... and save the combined file with a new name with the .prn extension.

000001c0

000001d0

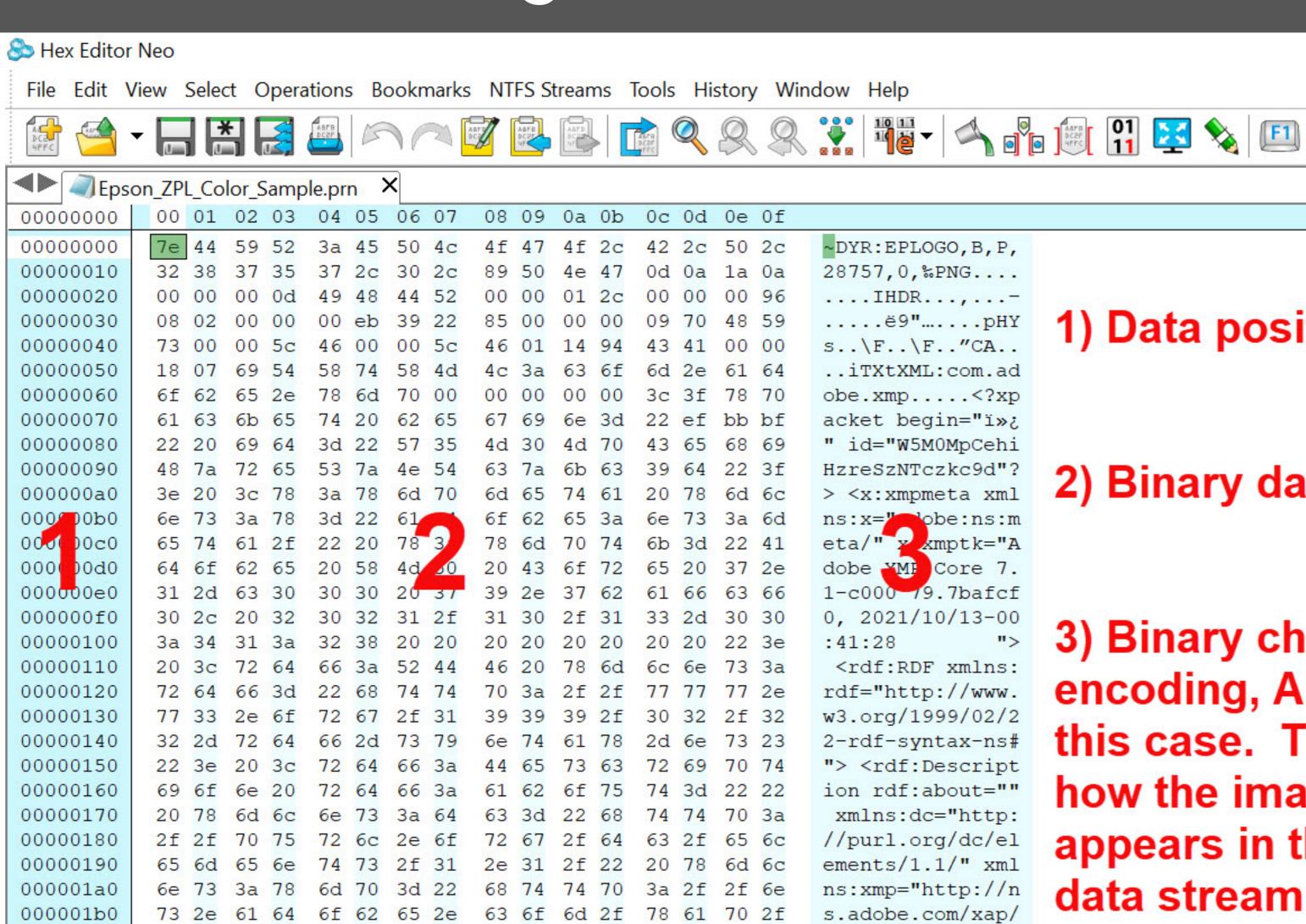
000001e0

# Using a Hex Editor – Columns Explained

1.0/" xmlns:xmpM

M="http://ns.ado

be.com/xap/1.0/m



31 2e 30 2f 22 20 78 6d 6c 6e 73 3a 78 6d 70 4d

4d 3d 22 68 74 74 70 3a 2f 2f 6e 73 2e 61 64 6f

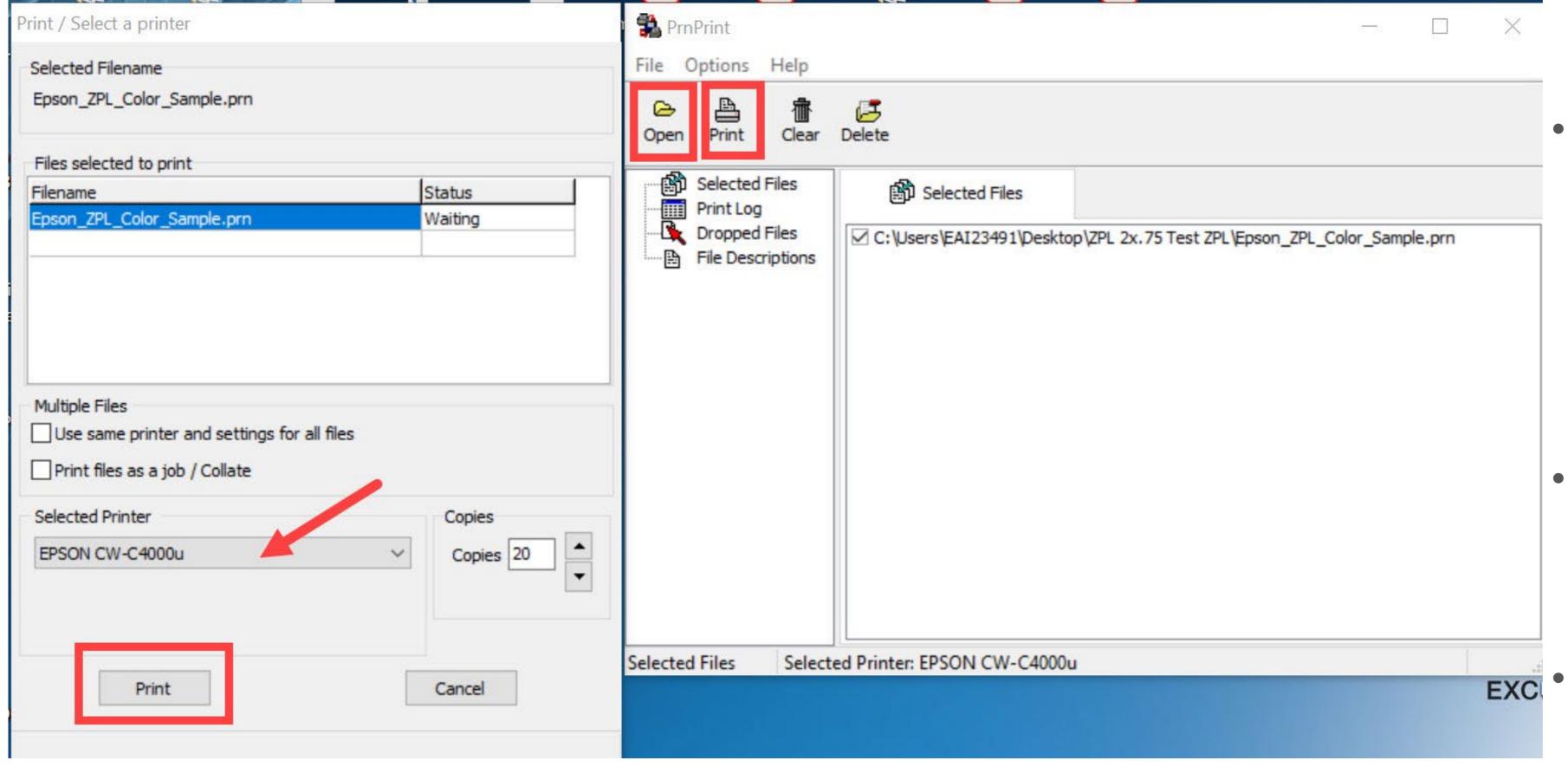
62 65 2e 63 6f 6d 2f 78 61 70 2f 31 2e 30 2f 6d

- 1) Data position
- 2) Binary data in hex

English

- 3) Binary character encoding, ANSI in this case. This is how the image data appears in the ZPL data stream.
- The binary color image data that is inserted to the ZPL file appears like a random mess of strange characters with occasional strings of recognizable words.
- \*The finished file can be opened in Notepad but can't be saved.

### Printing the ZPL Based PRN File



- Now that the ZPL and binary image data have been merged, it's time to print the prn file.
- Using a small executable named PRNPrint, it's easy to send PRN files to a printer because it bypasses the Epson driver settings and only uses the connection to pass the PRN text data to the printer.
- Other print methods are to use a Generic Text driver or a Zebra type printer driver set to passthrough mode.
  - The Epson ColorWorks printers can parse and print the ZPL code as well as the binary image data.

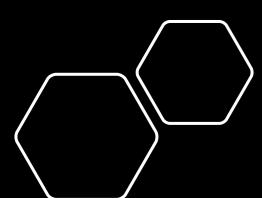
#### ZPL File Printed on a ColorWorks C4000





Finished ZPL sample printed on the Epson ColorWorks C4000 printer.





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