



PRETREATmaker LINE

Barcode Information



barcode version v2:

- The first 2 numbers represent the code version (20)
- Next 2 numbers are for binary number (nozzle off or on) (0b000xxxxx)
- Next 2 numbers are for spray start (in cm)
- Next 2 numbers are for spray stop (in cm)
- Next 3 numbers are for carriage speed (050 - 150%)
- Next number is for setting um cm or inch (1 = inch / 0 = cm)
- Next number is for setting up double spray option(1 = on / 0 = off)
- Next number is for table setting (1 = on, begin on front table / 0 = off begin on end table)

example: 20311020105011

- 20 - code version v2
- 31 - binary number 0b00011111 - all nozzles are on
- 10 - begin 10cm
- 20 - length 20cm
- 105 - speed 105%
- 0 - currently not fully implemented inch
- 1 - double spray on
- 1 - begin t-shirt on front table

barcode version v3 (support for 4 and 5 nozzles) :

- First number in barcode represent version of barcode (constant value 3)
- next three numbers are bit recording of four and five nozzles in total 9 bits (range from 0 to 511)

The 4 oldest bits are 4 nozzles in Pre4, then code for 5 nozzles in PML - total 9 bits.

Rest of the barcode is unchanged.

example: 33911020105011

- 3 - code version 3
- 391 - binary number 0b110000111 - Pre4 nozzle on 1100, PML nozzle 00111 (0 - off, 1 - on)
- 10 - begin 10cm
- 20 - length 20cm
- 105 - speed 105%
- 0 - currently not fully implemented inch
- 1 - double spray on
- 1 - begin t-shirt on front table

barcode version v4 (support for press1 and press2 time):

added at end of code heating time of the press 1 and press 2 - two-digit numbers in the range of 0 to 15 (second)

example: 439110201050110712

- 4 - code version 4
- 391 - binary number 0b110000111 - Pre4 nozzle on 1100, PML nozzle 00111 (0 - off, 1 - on)
- 10 - begin 10cm
- 20 - length 20cm
- 105 - speed 105%
- 0 - currently not fully implemented inch
- 1 - double spray on
- 1 - begin t-shirt on front table
- 07 - press 1 time 7 sec
- 12 - press 2 time 12 sec

To send a code through the network you first need to read the assigned IP address from the settings menu. Next send code in version 2,3 or 4 to port 80 TCP as text.