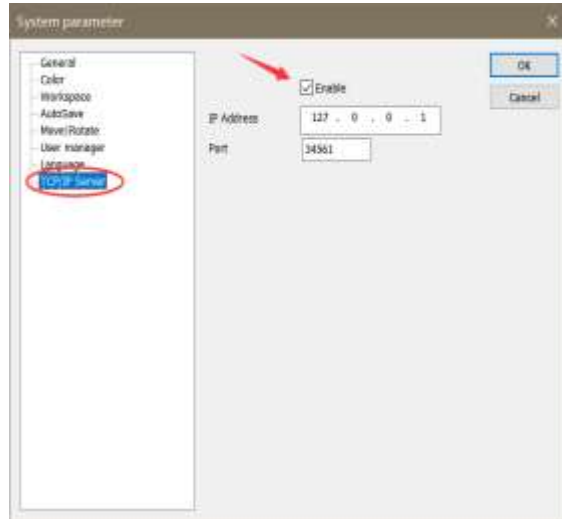


EZCAD3 TCP/IP Control Function User manual

EZCAD3(20181113) and later versions have TCP/IP control capabilities. After opening EZCAD3, click File - System Parameters - TCP / IP Server to enable TCP / IP control.



EZCAD3 acts as a client for TCP. After clicking OK to complete the setup, the EZCAD3 software will start waiting for the server to connect and send commands (the TCP/IP connection is stopped while the System Parameters window is open). In case of a command error, you can re-open the system settings window to reset the TCP/IP function.

After the TCP/IP function is enabled, there will be a Server On/Off prompt in the lower right corner of the EZCAD3 main interface. When the Server is open, there will be data indication. After receiving the data, "+" and "X" will change each other once.



The details of the commands are as follows:

- ✧ All commands end with "\r\n".
- ✧ All commands are not case sensitive (except for special instructions).
- ✧ The server sends each command to EZCAD, and EZCAD will send a result command "FAIL" or "OK" to the server.
- ✧ If the EZCAD return value is "FAIL", the cause of the error may be added.
- ✧ The parameters in the (), customer can choose to add or delete.
- ✧ The parameters in [] must be available.

1. E3_Show (Min) (Max) (Hide)

Set the display state of Ezcad, MIN means EZCAD3 window is minimized, Max means maximize, and Hide means hide EZCAD3 window.

Command example: E3_Show min \r\n

Explanation: EZCAD3 will be minimized after receiving this command. If the parameter is Hide, EZCAD3 will be hidden in the background after receiving the command.

2. E3_GetState

Get the current Ezcad status, return OK: MARKING or OK: READY

3. E3_StartMark (Select) (Red)(A=) (X=)(Y=)(X2=)(Y2=)

This function starts one-time mark or guide red preview and do not affect the next time.

Parameter "Select" means mark or red selected object, if no "Select" means mark or red all objects. If there is a parameter "Red" followed, means red preview object not mark.

The A parameter represents the degree to which all objects are rotated around the parameter (X2, Y2).

The X, Y parameter represents the distance the object is offset on the XY coordinates (note: if there is an A value, it means to rotate first, then offset).

Command example: E3_StartMark Select A=90 X=10 Y=20 X2=30 Y2=40 \r\n

Explanation: After receiving this command, EZCAD3 will rotate the current selected object 90 degrees, with the (30, 40) coordinate as the rotation center, then shift the X direction by 10, and shift the Y direction by 20 to mark the current object.

Command example: E3_StartMark Red A=180 X=10 Y=20 \r\n

Explanation: After receiving this command, EZCAD3 will rotate the current selection object by 180 degrees with the default (0,0) coordinate as the rotation center, then shift the X direction by 10, and the Y direction offset by 20, the red light indicates the current object.

4. E3_MarkerStop

Stop current processing

5. E3_LoadFile C:\Users\Desktop\Test.ez3

Open the specified file, followed by the absolute path of the marked file.

Command example: E3_LoadFile C:\Users\Desktop\Test.ez3 \r\n

Explanation: EZCAD3 will open the C:\Users\Desktop\Test.ez3 file after receiving the command.

6. E3_SelectEnt (ALL) (object name)

Select the specified object, ALL means select all objects, and the object name indicates the name of the object to be selected.

Command example: E3_SelectEnt ALL \r\n

Explanation: EZCADE3 selects all objects.

Command example: E3_SelectEnt TEXT1 \r\n

Explanation: EZCADE3 selects an object named "TEXT1" (object names are case sensitive).

7. E3_DisSelEnt (ALL) (object name)

Deselect the specified object, ALL means deselect all objects, object name indicates the object name to be deselected (case sensitive)

8. E3_ChangeText [object name] [new text]

Change the content of the specified text object, [object name] is the name of the specified object (case sensitive), [new text] is the content of the new text (case sensitive)

Command example: E3_ChangeText TEXT 1234 \r\n

Explanation: After receiving this command, EZCAD3 will change the content of the text object whose object name is "TEXT" to "1234".

9. E3_SELECTLAYER (layer name)

Select which layer could be mark,

Command example: E3_SELECTLAYER object1 \r\n

Ezcad3.0 software could make many different layers, we select layer by layer name, and then use mark command for mark.