



# **Evolis SDK**

**How to create custom design**

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## Abstract

This documentation demonstrates how to create a custom image using the base64 conversion tool and how to insert your design in the JSON request.

## Prerequisite

One computer with an Evolis driver suite installed in standard or supervision mode (EvolisPremium Suite, Evolis premium suite 2, Edikio Printer Suite, Badgy Premium Suite).

Pay attention to name your printer (designed as "Device" in the request) as it is instantiated on the server ( Ex : Evolis Zenius ( Copy 1 ) ).

## Technical limitations

Evolis Services Provider API is only available on Windows operating System for the server side.

Client must be compatible with JSON RPC V2.00 specifications.

## Testing thanks to the demo tool

To test the requests set, possibly use the demo tool [here](#) (click on 1.demo.exe)

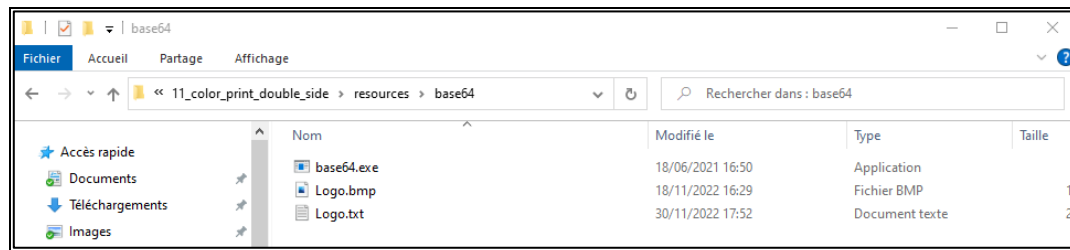
select your communication mode in the first section . Copy / paste requests one by one sequentially (the expected results/answer shows up in the lower pane of the demo application).

# Conversion Workflow

In this document, we present the conversion workflow of a BMP type file into a base64 type file.

Each request that contains a printing session has the necessary resources to convert an image into the desired file type. All files are stored in the “resources/base64” folder.

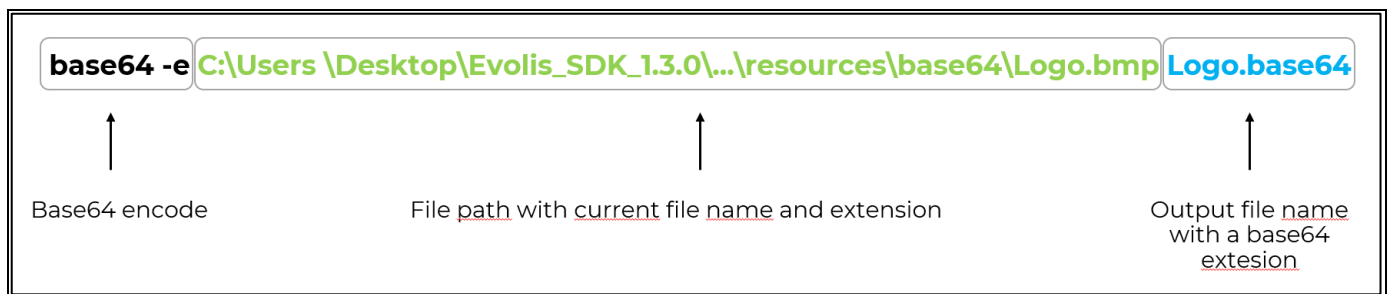
After finishing the card design, the first step is saving the desired file as a **.bmp** file and copying it into the base64 folder where the executable is found. In the image below the desired file is saved with the name “Logo.bmp”.



By using the command window, introduce the following command:

```
base64 -e (file path) New_file_name.base64
```

For the example mentioned above the code is:



To avoid typing the file path, the image can be dragged and dropped in the command window.

Next, the name of the output file ending with the base64 extension needs to be written and then press enter. The newly created file will appear in the folder.

The code generated can be copied and placed in the JSON request needed (any request type “setBitmap” located in the monochrome or color print session).

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