

User's Guide

Contents

| | |
|-----------------------------------|---|
| 1. Introduction..... | 1 |
| 1.1 Scope..... | 1 |
| 1.2 Normative references | 1 |
| 1.3 SDK package composition | 2 |
| 1.4 Features Description | 2 |
| 2. C# Demo application - GUI..... | 3 |
| 3. Licensing / Evaluation | 3 |

1. Introduction.

1.1 Scope

This document is applicable to the All-in-1 Decoding SDK.

SDK is notated as **All-in-1_Win32/64_v.xx.xx** for 32 bit and 64-bit versions, accordingly.

The Library interface is the same for Windows, Linux, and certain embedded platforms. Both static and dynamic libraries are available.

The library is designed to decode all major barcode symbologies in accordance with the corresponding ISO/IEC specifications.

Library processes **8-bit** images only.

1.2 Normative references

ISO/IEC 16022 - Symbology specification - Data Matrix
ISO/IEC 18004 - Symbology specification - QR Code
ISO/IEC 24778:2008 - Aztec Code bar code symbology specification
ISO/IEC 15438:2006 - Symbology specification – PDF417
ISO/IEC 15420:2009 - EAN/UPC bar code symbology specification
ISO/IEC 16388:2007 - Code 39 bar code symbology specification
ISO/IEC 15417:2007 - Code 128 bar code symbology specification
ISO/IEC 16390:2007 - Interleaved 2 of 5 bar code symbology specification

All-in-1 Barcode Decoding SDK

ISO/IEC 24724:2006 - Reduced Space Symbology (RSS) barcode symbology specification
ISO/IEC 15416:2000 - Bar code print quality test specification — Linear symbols
Laetus Pharmacode Guide, 4th and 5th Editions
GS1 General Specifications, Version 12, Issue 1, Jan-2012

1.3 SDK package composition

Decoding SDK contains:

- C++ Windows DLL (**All.DLL**) written in MSVS 2017 and designed to perform barcode search, recognition and decoding.
- C++ Demo program (**.../MSVC_Demo.exe**) and C# Demo program (**.../Sharp_All-in-1.exe**) built in MSVS development environment (both come with source code) - to illustrate the DLL usage.
- Current User's Guide.

1.4 Features Description

The following barcode decoding libraries are included into the package:

- [Data Matrix, Enterprise Edition \(DM_EP\)](#)
- [QR Code, Professional Edition \(QRC_PRO\)](#)
- [Aztec Code \(AZC\)](#)
- [1D Barcodes \(1D_EP\)](#) including:
 - Linear symbologies: EAN 13, EAN 8, UPCE, Code 39, Code 128, Interleaved 2 of 5 and Codabar
 - GS1 Databar (former RSS14 family)
 - Postal codes: USPS PostNet, USPS IMB, New Zealand PostCode, SwissPostCode, and
 - Pharmacode
- [PDF417 \(PDF_PRO\)](#)

Library features are the same as for the full Windows versions. They are described in detail in the corresponding User's Guides.

The library can be used on any Windows v. 7-10/32&64, Linux 32&64 or Embedded platform.

It's **GS1 compliant** - returns Symbology Identifier that can be used by GS1 users when building their applications.

All-in-1 Barcode Decoding SDK

Data Matrix decoder includes “Dot Peen capabilities” extending its use to DPM (Direct Part Making) area.

2. C# Demo application - GUI

Libraries included are illustrated by the C# application GUI:



The symbologies can be auto-selected by the Decoding Library or selected manually prior to decoding from the Settings Menu (to speed up decoding process).

3. Licensing / Evaluation

Stand-alone license is locked to the computer, on which it was activated, and may not be transferred to another computer. If the computer was upgraded or rebuilt the license may still be valid if its major components had not been changed.

Important:
Licensing mechanism requires two additional files for unlock and operation (in addition to Decoding Library):

All-in-1 Barcode Decoding SDK

- **IP2Lib64.dll** or **IP2Lib32.dll**; and
- XML-file having syntax: **[Product Name].xml**, for example: **DM Decoding Enterprise.xml**.
- Product LOGO file (**ProdLogo_**.bmp**) is also recommended but not strictly required.

By default, 2DTG supplies all these files located in the same folder as demo-application that would call the library.

We recommend activating decoding library by starting our Demo application and following the Activation Instructions below.

If you are planning to call decoding library from your own application, please, make sure to copy those 3 files to the folder where your application is located.