

# ***Software Development Kit*** **BCR**

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***Recogniform Technologies SpA***

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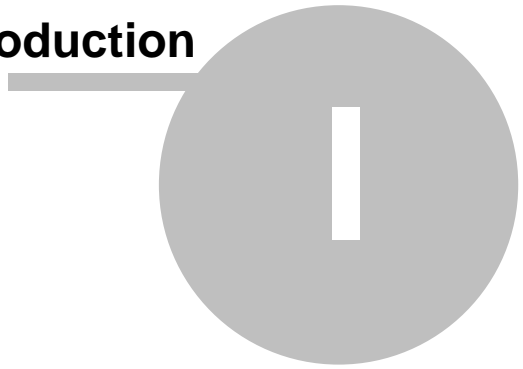
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# Introduction



# 1 Introduction

## 1.1 Copyright

The software and the documentation are property of:

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## 1.3 Overview

The Recogniform Barcode Recognition Library 5.0 allows to recognize barcodes from images acquired using a scanner. The barcodes type recognizable are:

- 2of5Interlaved

- 2of5IATA
- 2of5Industrial
- 2of5Matrix
- 2of5DataLogic
- Code39
- PharmaCode
- EAN13
- EAN8
- UPCA
- UPCE
- EXT2
- EXT5
- CodaBar
- MSI
- Code11
- Code128
- Code93
- Code39Extended

The barcodes can be recognized in any orthogonal orientation:

- LeftToRight
- RightToLeft
- TopToBottom
- BottomToTop.

The recognition process is fast and accurate and for each recognized barcode you can get:

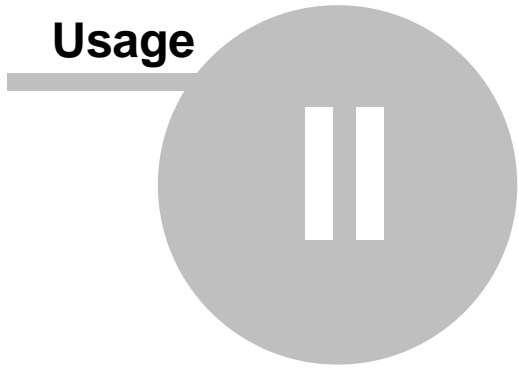
- length
- data
- area
- orientation
- checksum flag

We can also create specialized and customized recognizers for specific use if you need.





**Usage**



## 2 Usage

### 2.1 Visual C++

You have to include the RECOBCRAPI.C in your program.

Before to execute your application make sure the *RECOBCR.DLL* is available in your same .exe directory or in windows\system directory.

### 2.2 C#

You have to include the RECOBCRAPI.CS in your program.

Before to execute your application make sure the *RECOBCR.DLL* is available in your same .exe directory or in windows\system directory.

### 2.3 Visual Basic

You have to include the RECOBCRAPI.BAS in your program.

Before to execute your application make sure the *RECOBCR.DLL* is available in your same .exe directory or in windows\system directory.

### 2.4 Visual Basic .NET

You have to include the RECOBCRAPI.VB in your program.

Before to execute your application make sure the *RECOBCR.DLL* is available in your same .exe directory or in windows\system directory.

### 2.5 Delphi

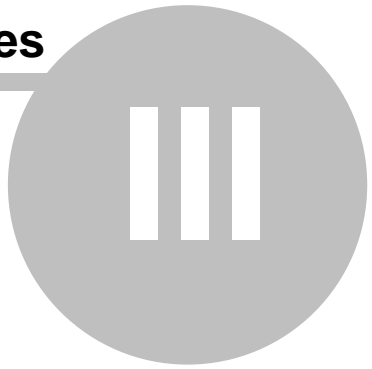
You have to include the RECOBCRAPI.PAS in your program.

Before to execute your application make sure the *RECOBCR.DLL* is available in your same .exe directory or in windows\system directory.

### 2.6 Java

You have to use 32 bit JVM and you have to include the RECOBCRAPI.JAVA in your program. Before to execute your application make sure the *RECOBCR.DLL* is available in your same .jar directory.

## API References



## 3 API References

### 3.1 BCR\_Init

#### C/C++ Declaration

```
__stdcall long BCR_Init(char* Name, char* Key);
```

#### C# Declaration

```
int BCR_Init(string Name, string Key);
```

#### Visual Basic Declaration

```
Function BCR_Init(ByVal Name As String, ByVal Key  
As String) As Integer
```

#### Visual Basic .NET Declaration

```
Function BCR_Init(ByVal Name As String, ByVal Key  
As String) As Integer
```

#### Delphi Declaration

```
function BCR_Init(Company:PAnsiChar;  
LicenseKey:PAnsiChar):Integer; stdcall;
```

#### Java Declaration

```
int BCR_Init(String Name, String Key);
```

#### Description

This is the first function to call: initialize the library and returns a session handle to use in next calls. When you buy the library you receive an "user" and a "password" string necessary to initialize the library in normal mode: without this value or with wrong values the library is initialized in evaluation mode. The evaluation mode works exactly as normal mode but some time, when you call the recognition function, is displayed a warning dialog box remembering the evaluation state: you can close it and continue to work with no problems.

#### Parameters

*User* (in) - then user name string

*Password* (in) - then password string

### Return values

The session handle if the library is initialized, 0 otherwise.

### Note

You should use BCR\_Init at application startup and BCR\_Done at application closing and not every time you need to recognize an image.

The “status” string, shown in the windows dialog, is built by 1 and 0 meaning OK or KO for this checking in the order from left to right:

- SDK initialized with valid user/key
- License file integrity
- License file matching sdk version
- Computer verification done or not required
- Dongle verification done or not required
- Date expiration done or not required
- SDK option used unlocked

## 3.2 BCR\_Done

### C/C++ Declaration

```
__stdcall void BCR_Done(long Session);
```

### C# Declaration

```
void BCR_Done(int Session);
```

### Visual Basic Declaration

```
Sub BCR_Done(ByVal Session As Integer)
```

### Visual Basic .NET Declaration

```
Sub BCR_Done(ByVal Session As Integer)
```

### Delphi Declaration

```
procedure BCR_Done(SessionHandle: Integer);  
stdcall;
```

### **Java Declaration**

```
void BCR_Done(int SessionHandle);
```

#### **Description**

This is the last function to call when you don't need more services from the library: de-initialize the library and free all used resources.

#### **Parameters**

*SessionHandle* (in) - the session handle to free

#### **Return values**

n/a

#### **Note**

You should use BCR\_Init at application startup and BCR\_Done at application closing and not every time you need to recognize an image.

## **3.3 BCR\_Recognize**

### **C/C++ Declaration**

```
__stdcall long BCR_Recognize(long SessionHandle,  
long DIBIn, long CodeType, long ExpectedCodes,  
long MinCodeLen, long MaxCodeLen, long  
VirtualLaserSize, long VirtualLaserStep);
```

### **C# Declaration**

```
int BCR_Recognize(int SessionHandle, int DIBIn,  
int CodeType, int ExpectedCodes, int MinCodeLen,  
int MaxCodeLen, int VirtualLaserSize, int  
VirtualLaserStep);
```

### **Visual Basic Declaration**

```
Function BCR_Recognize(Byval SessionHandle As  
integer, Byval DIBIn As integer, Byval CodeType As  
integer, Byval ExpectedCodes As integer, Byval  
MinCodeLen As integer, Byval MaxCodeLen As  
integer, Byval VirtualLaserSize As integer, Byval
```

VirtualLaserStep As integer) As integer

### **Visual Basic .NET Declaration**

```
Function BCR_Recognize(Byval SessionHandle As integer, Byval DIBIn As integer, Byval CodeType As integer, Byval ExpectedCodes As integer, Byval MinCodeLen As integer, Byval MaxCodeLen As integer, Byval VirtualLaserSize As integer, Byval VirtualLaserStep As integer) As integer
```

### **Delphi Declaration**

```
Function BCR_Recognize(SessionHandle, DIBIn, CodeType, ExpectedCodes, MinCodeLen, MaxCodeLen, VirtualLaserSize, VirtualLaserStep):Integer; stdcall;
```

### **Java Declaration**

```
int BCR_Recognize(int SessionHandle,int DIBIn, int CodeType, int ExpectedCodes,int MinCodeLen, int MaxCodeLen, int VirtualLaserSize, int VirtualLaserStep);
```

### **Note**

See BCR\_RecognizeEx

This function is available only for compatibility with old version.

## **3.4 BCR\_RecognizeArea**

### **C/C++ Declaration**

```
long BCR_RecognizeArea(long Session, long DIBHandle, long Left, long Top, long Right, long Bottom, long CodeType, long MaxCodes, long MinLen, long MaxLen, long LaserSize , long LaserStep, long Quality, long Orientation, long VerifyCheckDigit);
```

### **C# Declaration**

```
int BCR_RecognizeArea(int Session, int DIBHandle, int Left, int Top, int Right, int Bottom, int CodeType, int MaxCodes, int MinLen, int MaxLen, int LaserSize , int LaserStep, int Quality, int
```

```
Orientation, int VerifyCheckDigit);
```

### **Visual Basic Declaration**

```
Function BCR_RecognizeArea(ByVal Session As Integer, ByVal DIBHandle As Integer, ByVal Left As Integer, ByVal Top As Integer, ByVal Right As Integer, ByVal Bottom As Integer, ByVal CodeType As Integer, ByVal MaxCodes As Integer, ByVal MinLen As Integer, ByVal MaxLen As Integer, ByVal LaserSize As Integer, ByVal LaserStep As Integer, ByVal Quality As Integer, ByVal Orientation As Integer, ByVal VerifyCheckDigit As Integer) As Integer
```

### **Visual Basic .NET Declaration**

```
Function BCR_RecognizeArea(ByVal Session As Integer, ByVal DIBHandle As Integer, ByVal Left As Integer, ByVal Top As Integer, ByVal Right As Integer, ByVal Bottom As Integer, ByVal CodeType As Integer, ByVal MaxCodes As Integer, ByVal MinLen As Integer, ByVal MaxLen As Integer, ByVal LaserSize As Integer, ByVal LaserStep As Integer, ByVal Quality As Integer, ByVal Orientation As Integer, ByVal VerifyCheckDigit As Integer) As Integer
```

### **Delphi Declaration**

```
function BCR_RecognizeArea(Session, DIBHandle, Left, Top, Right, Bottom, CodeType, MaxCodes, MinLen, MaxLen, LaserSize, LaserStep, Quality, Orientation, VerifyCheckDigit):Integer; stdcall;
```

### **Java Declaration**

```
int BCR_RecognizeArea(int Session, int DIBHandle, int Left, int Top, int Right, int Bottom, int CodeType, int MaxCodes, int MinLen, int MaxLen, int LaserSize, int LaserStep, int Quality, int Orientation, int VerifyCheckDigit);
```

### **Description**



This is the function performing the recognition of the barcode in a defined area: you have to call this function after library initialization to perform the barcode recognition. The DIB handle can contain a single barcodes or multiple barcodes.

### Parameters

*SessionHandle* (in) - the session handle to use

*DIBIn* (in) - the handle of the monochrome DIB to recognize

*Left* (in) - the left barcode coordinates

*Top* (in) - the top barcode coordinates

*Right* (in) - the right barcode coordinates

*Bottom* (in) - the bottom barcode coordinates

*CodeType* (in) - the types of barcodes to recognize: can be a combination (or) from 1 =2of5Interlaved, 2=2of5IATA, 4=2of5Industrial, 8=2of5Matrix, 16=2of5DataLogic, 32=Code39, 64=PharmaCode, 128=EAN13, 256=EAN8, 512=UPCA, 1024=UPCE, 2048=EXT2, 4096=EXT5, 8192=CodaBar, 16384=MSI, 32768=Code11, 65536=Code128, 131072=Code93, 262144=Code39Extended

*MaxCodes* (in) - the maximum number of expected barcodes: the system stop to search more codes if this number of codes is recognized

*MinLen* (in) - the minumum length in characters (including start/stop characters and check digit) expected for a barcode.

*MaxLen* (in) - the maximum length in characters (including start/stop characters and check digit) expected for a barcode.

*LaserSize*(in) - the height of virtual laser used to scan the image. The system will process together a number of contiguous rows equal to this value. Use 3 as default.

*LaserStep*(in) - the step of virtual laser used to scan the image. The system will skip between to consecutive scans a number of rows equal to this value. Use 32 as default.

*Quality*(in) - the quality expected for the processing image: can be 1 = Normal, 2=Dark, 3=Light

*Orientation*(in) - the expected orientation of barcodes: can be a combination (or) from 1 = LeftToRight, 2=RightToLeft, 3=TopToBottom, 4=BottomToTop

*VerifyCheckDigit* (in) - the flag allowing to enable (1) or disable (0) the verification of barcode check digit. When disabled, if the barcode has a check digit, it will be returned with the barcode data.

### Return values

The number of barcodes recognized if success, 0 otherwise.

## Notes

The library works with standard DIBs images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps. The barcode recognition is executed on b&w images, so if you use a grayscale or color image the library automatically binarize it before to perform processing. You could also consider to use our *Dynamic Thresholding Library* to get better result in conversion.

## 3.5 BCR\_RecognizeEx

### C/C++ Declaration

```
__stdcall long BCR_RecognizeEx(long SessionHandle,  
long DIBIn, long CodeType, long ExpectedCodes,  
long MinCodeLen, long MaxCodeLen, long  
VirtualLaserSize, long VirtualLaserStep, long  
ImageQuality, long Orientation, long  
CheckDigitVerification);
```

### C# Declaration

```
int BCR_RecognizeEx(int SessionHandle, int DIBIn,  
int CodeType, int ExpectedCodes, int MinCodeLen,  
int MaxCodeLen, int VirtualLaserSize, int  
VirtualLaserStep, int ImageQuality, int  
Orientation, int CheckDigitVerification);
```

### Visual Basic Declaration

```
Function BCR_RecognizeEx(Byval SessionHandle As  
Integer, Byval DIBIn As Integer, Byval CodeType As  
Integer, Byval ExpectedCodes As Integer, Byval  
MinCodeLen As Integer, Byval MaxCodeLen As  
Integer, Byval VirtualLaserSize As Integer, Byval  
VirtualLaserStep As Integer, Byval ImageQuality As  
Integer, Byval Orientation As Integer, Byval  
CheckDigitVerification)As Integer
```

### Visual Basic .NET Declaration

```
Function BCR_RecognizeEx(Byval SessionHandle As  
Integer, Byval DIBIn As Integer, Byval CodeType As  
Integer, Byval ExpectedCodes As Integer, Byval  
MinCodeLen As Integer, Byval MaxCodeLen As
```

```
Integer, Byval VirtualLaserSize As Integer, Byval  
VirtualLaserStep As Integer, Byval ImageQuality As  
Integer, Byval Orientation As Integer, Byval  
CheckDigitVerification)As Integer
```

### **Delphi Declaration**

```
function BCR_RecognizeEx(SessionHandle, DIBIn,  
CodeType, ExpectedCodes, MinCodeLen, MaxCodeLen,  
VirtualLaserSize, VirtualLaserStep, ImageQuality,  
Orientation, CheckDigitVerification):Integer;  
stdcall;
```

### **Java Declaration**

```
int BCR_RecognizeEx(int SessionHandle,int DIBIn,  
int CodeType, int ExpectedCodes,int MinCodeLen,  
int MaxCodeLen, int VirtualLaserSize, int  
VirtualLaserStep, int ImageQuality, int  
Orientation, int CheckDigitVerification);
```

### **Description**

This is the function performing the recognition: you have to call this function after library initialization to perform the barcode recognition. The DIB handle can contain a single barcodes or multiple barcodes.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*DIBIn* (in) - the handle of the monochrome DIB to recognize

*CodeType* (in) - the types of barcodes to recognize: can be a combination (or) from 1 =2of5Interlaved, 2=2of5IATA, 4=2of5Industrial, 8=2of5Matrix, 16=2of5DataLogic, 32=Code39, 64=PharmaCode, 128=EAN13, 256=EAN8, 512=UPCA, 1024=UPCE, 2048=EXT2, 4096=EXT5, 8192=CodaBar, 16384=MSI, 32768=Code11, 65536=Code128, 131072=Code93, 262144=Code39Extended

*ExpectedCodes* (in) - the maximum number of expected barcodes: the system stop to search more codes if this number of codes is recognized

*MinCodeLen* (in) - the minumum length in characters (including start/stop characters and check digit) expected for a barcode.

*MaxCodeLen* (in) - the maximum length in characters (including start/stop characters and check digit) expected for a barcode.

*VirtualLaserSize*(in) - the height of virtual laser used to scan the

image. The system will process together a number of contiguous rows equal to this value. Use 3 as default.

*VirtualLaserStep*(in) - the step of virtual laser used to scan the image. The system will skip between to consecutive scans a number of rows equal to this value. Use 32 as default.

*ImageQuality*(in) - the quality expected for the processing image: can be 1 = Normal, 2=Dark, 3=Light

*Orientation*(in) - the expected orientation of barcodes: can be a combination (or) from 1 = LeftToRight, 2=RightToLeft, 3=TopToBottom, 4=BottomToTop

*CheckDigitVerification* (in) - the flag allowing to enable (1) or disable (0) the verification of barcode check digit. When disabled, if the barcode has a check digit, it will be returned with the barcode data.

### Return values

The number of barcodes recognized if success, 0 otherwise.

### Notes

The library works with standard DIBs images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps. The barcode recognition is executed on b&w images, so if you use a grayscale or color image the library automatically binarize it before to perform processing. You could also consider to use our *Dynamic Thresholding Library* to get better result in conversion.

## 3.6 **BCR\_GetCodesCount**

### C/C++ Declaration

```
__stdcall long BCR_GetCodesCount(long  
SessionHandle);
```

### C# Declaration

```
int BCR_GetCodesCount(int SessionHandle);
```

### Visual Basic Declaration

```
Function BCR_GetCodesCount(ByVal SessionHandle As  
Integer)As Integer;
```

### Visual Basic .NET Declaration

```
Function BCR_GetCodesCount(ByVal SessionHandle As  
Integer)As Integer;
```

### **Delphi Declaration**

```
Function  
BCR_GetCodesCount(SessionHandle: Integer): Integer;  
stdcall;
```

### **Java Declaration**

```
int BCR_GetCodesCount(int SessionHandle);
```

### **Description**

This is the function to call after the recognition process to get the number of codes recognized in the image.

### **Parameters**

*SessionHandle* (in) - the session handle to use

### **Return values**

The numbers of recognized codes

## **3.7 BCR\_GetCodeLen**

### **C/C++ Declaration**

```
__stdcall long BCR_GetCodeLen(long SessionHandle,  
long CodeIndex);
```

### **C# Declaration**

```
int BCR_GetCodeLen(int SessionHandle, int  
CodeIndex);
```

### **Visual Basic Declaration**

```
Function BCR_GetCodeLen(Byval SessionHandle As  
Integer, Byval CodeIndex As Integer)As Integer;
```

### **Visual Basic .NET Declaration**

```
Function BCR_GetCodeLen(Byval SessionHandle As Integer, Byval CodeIndex As Integer)As Integer;
```

### **Delphi Declaration**

```
Function BCR_GetCodeLen(SessionHandle:Integer, CodeIndex:Integer):Integer;stdcall;
```

### **Java Declaration**

```
int BCR_GetCodeLen(int SessionHandle,int CodeIndex);
```

### **Description**

Retrieves the ASCII text length of one of the codes recognized.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*CodeIndex* (in) - the index of the code . First code recognized is 0,last is the BCR\_GetCodesCount-1.

### **Return values**

The length of code text.

## **3.8 BCR\_GetCodeText**

### **C/C++ Declaration**

```
__stdcall long BCR_GetCodeText(long SessionHandle, long CodeIndex, char *CharBuffer);
```

### **C# Declaration**

```
int BCR_GetCodeText(int Session, int CodeIndex, Buffer As String)
```

### **Visual Basic Declaration**

```
Function BCR_GetCodeText(ByVal Session As Integer, ByVal CodeIndex As Integer, ByVal Buffer As String) As Integer
```

## **Visual Basic .NET Declaration**

```
Function BCR_GetCodeText(ByVal Session As Integer,  
ByVal CodeIndex As Integer, ByVal Buffer As  
String) As Integer
```

## **Delphi Declaration**

```
function  
BCR_GetCodeText(SessionHandle:Integer;ResultIndex:  
Integer;Buffer:PChar):Integer; stdcall;
```

## **Java Declaration**

```
int BCR_GetCodeText(int SessionHandle,int  
CodeIndex, Memory CharBuffer);
```

## **Description**

This is the function to call after the recognition process to get the data recognized.

## **Parameters**

*SessionHandle* (in) - the session handle to use

*CodeIndex* (in) - the index of the code . First code recognized is 0, last is the BCR\_CodesCount-1.

*CharBuffer* (out) - the buffer where will be moved the characters recognized. You have to allocate enough space.

## **Return values**

The number of characters moved in the buffer.

## **Notes**

The library works with standard DIBs images. Refer to Microsoft documentation for additional info about Device Independent Bitmaps. If you have to recognize a gray-scale image, please consider to use our *Dynamic Thresholding Library* to get better result in conversion.

## 3.9 BCR\_GetCodeArea

### C/C++ Declaration

```
__stdcall void BCR_GetCodeRect(long SessionHandle,  
long CodeIndex, long *Left, long *Top, long  
*Right, long *Bottom);
```

### C# Declaration

```
void BCR_GetCodeRect(int SessionHandle, int  
CodeIndex, int *Left, int *Top, int *Right, int  
*Bottom);
```

### Visual Basic Declaration

```
Sub BCR_GetCodeRect (ByVal Session As Integer,  
ByVal CodeIndex As Integer, ByRef Left As Integer,  
ByRef Top As Integer, ByRef right As Integer,  
ByRef bottom As Integer)
```

### Visual Basic .NET Declaration

```
Sub BCR_GetCodeRect (ByVal Session As Integer,  
ByVal CodeIndex As Integer, ByRef Left As Integer,  
ByRef Top As Integer, ByRef right As Integer,  
ByRef bottom As Integer)
```

### Delphi Declaration

```
Procedure BCR_GetCodeRect  
(Session:Integer,CodeIndex:Integer, var  
Left:Integer, var Top:Integer, var right:Integer,  
var bottom:Integer);stdcall;
```

### Java Declaration

```
void BCR_GetCodeRect(int SessionHandle,int  
CodeIndex, int Left, int Top, int Right,int  
Bottom);
```

### Description

Retrieves the rectangle coordinates of one of the codes recognized.

### Parameters



*SessionHandle* (in) - the session handle to use

*CodeIndex* (in) - the index of the code . First code recognized is 0, last is the BCR\_GetCodesCount-1.

*Left* (out) - the buffer where will be moved the left position of the rectangle containing the barcode.

*Top* (out) - the buffer where will be moved the top position of the rectangle containing the barcode.

*Right* (out) - the buffer where will be moved the right position of the rectangle containing the barcode.

*Bottom* (out) - the buffer where will be moved the bottom position of the rectangle containing the barcode.

#### Return values

None

### 3.10 **BCR\_GetCodeCheck**

#### C/C++ Declaration

```
__stdcall long BCR_GetCodeCheck(long  
SessionHandle, long CodeIndex);
```

#### C# Declaration

```
int BCR_GetCodeCheck(int SessionHandle, int  
CodeIndex);
```

#### Visual Basic Declaration

```
Function BCR_GetCodeCheck(ByVal SessionHandle As  
Integer, ByVal CodeIndex As Integer)As Integer;
```

#### Visual Basic .NET Declaration

```
Function BCR_GetCodeCheck(ByVal SessionHandle As  
Integer, ByVal CodeIndex As Integer)As Integer;
```

#### Delphi Declaration

```
Function BCR_GetCodeCheck(SessionHandle:Integer,  
CodeIndex:Integer):Integer;stdcall;
```

#### Java Declaration

```
int BCR_GetCodeCheck(int SessionHandle, int  
CodeIndex);
```

### Description

Retrieves the status of the check digit present in the barcode.

### Parameters

*SessionHandle* (in) - the session handle to use

*CodeIndex* (in) - the index of the code . First code recognized is 0, last is the BCR\_GetCodesCount-1.

### Return values

0 if check digits invalid or was not found, 1 if check digit found and valid.

## **3.11 BCR\_GetCodeType**

### C/C++ Declaration

```
long BCR_GetCodeType(long SessionHandle, long  
CodeIndex);
```

### C# Declaration

```
int BCR_GetCodeType(int Session , int CodeIndex  
) ;
```

### Visual Basic Declaration

```
Function BCR_GetCodeType (ByVal Session As Long,  
ByVal CodeIndex As Long) As Long
```

### Visual Basic .NET Declaration

```
Function BCR_GetCodeType(ByVal Session As Integer,  
ByVal CodeIndex As Integer) As Integer
```

### Delphi Declaration

```
function  
BCR_GetCodeType(SessionHandle:Integer;ResultIndex:  
Integer):Integer;
```

## **Java Declaration**

```
int BCR_GetCodeType(int SessionHandle, int  
ResultIndex);
```

### **Description**

retrieve the type of recognized barcode

### **Parameters**

*SessionHandle* (in) - the session handle to use

*CodeIndex* (in) - the index of the code . First code recognized is 0, last is the BCR\_GetCodesCount-1.

### **Return values**

The code type is defined as follow:

1 = BCR\_2of5Interlaved  
2 = BCR\_2of5IATA  
4 = BCR\_2of5Industrial  
8 = BCR\_2of5Matrix  
16 = BCR\_2of5DataLogic  
32 = BCR\_Code39  
64 = BCR\_PharmaCode  
128 = BCR\_EAN13  
256 = BCR\_EAN8  
512 = BCR\_UPCA  
1024 = BCR\_UPCE  
2048 = BCR\_EXT2  
4096 = BCR\_EXT5  
8192 = BCR\_CodaBar  
16384 = BCR\_MSI  
32768 = BCR\_Code11  
65536 = BCR\_Code128  
131072 = BCR\_Code93  
262144 = BCR\_Code39Extended

## **3.12 BCR\_GetCodeOrientation**

### **C/C++ Declaration**

```
__stdcall long BCR_GetCodeOrientation(long  
SessionHandle, long CodeIndex);
```

### **C# Declaration**

```
int BCR_GetCodeOrientation(int SessionHandle, int  
CodeIndex);
```

### **Visual Basic Declaration**

```
Function BCR_GetCodeOrientation(ByVal  
SessionHandle As Integer, ByVal CodeIndex As  
Integer)As Integer;
```

### **Visual Basic .NET Declaration**

```
Function BCR_GetCodeOrientation(ByVal  
SessionHandle As Integer, ByVal CodeIndex As  
Integer)As Integer;
```

### **Delphi Declaration**

```
Function  
BCR_GetCodeOrientation(SessionHandle:Integer,  
CodeIndex:Integer):Integer;stdcall
```

### **Java Declaration**

```
int BCR_GetCodeOrientation(int SessionHandle, int  
CodeIndex);
```

### **Description**

Retrieves the orientation of the recognized barcode.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*CodeIndex* (in) - the index of the code . First code recognized is 0, last is the BCR\_GetCodesCount-1.

### **Return values**

1 if code is oriented LeftToRight, 2 if oriented RightToLeft, 4 if oriented TopToBottom, 8 if oriented BottomToTop.

### 3.13 BCR\_LoadImage

#### **C/C++ Declaration**

```
__stdcall long BCR_LoadImage(long SessionHandle,  
char* FileName);
```

#### **C# Declaration**

```
int BCR_LoadImage(int SessionHandle, string  
FileName);
```

#### **Visual Basic Declaration**

```
Function BCR_LoadImage(ByVal Session As Integer,  
ByVal FileName As String) As Integer
```

#### **Visual Basic .NET Declaration**

```
Function BCR_LoadImage(ByVal Session As Integer,  
ByVal FileName As String) As Integer
```

#### **Delphi Declaration**

```
Function BCR_LoadImage(Session:Integer,  
FileName:PAnsiChar):Integer;stdcall;
```

#### **Java Declaration**

```
int BCR_LoadImage(int SessionHandle,String  
FileName);
```

#### **Description**

This function allows to load an image from file obtaining a DIB handle. Supported files formats are TIF, JPG, PNG and BMP

#### **Parameters**

*SessionHandle* (in) - the session handle to use

*FileName* (in) - the name of the file to load

#### **Return values**

The DIB handle with the image inside the file, 0 if an error occurred.

## 3.14 BCR\_ImportDDB

### C/C++ Declaration

```
__stdcall long BCR_ImportDDB (long SessionHandle,  
HBITAMP BitmapHandle, HPALETTE PaletteHandle);
```

### C# Declaration

```
int BCR_ImportDDB (int SessionHandle, int  
BitmapHandle, int PaletteHandle);
```

### Visual Basic Declaration

```
Function BCR_ImportDDB(ByVal Session As Integer,  
ByVal BitmapHandle As Integer, ByVal PaletteHandle  
As Integer) As Integer
```

### Visual Basic .NET Declaration

```
Function BCR_ImportDDB(ByVal Session As Integer,  
ByVal BitmapHandle As Integer, ByVal PaletteHandle  
As Integer) As Integer
```

### Delphi Declaration

```
Function BCR_ImportDDB(Session:Integer,  
BitmapHandle:Integer,  
PaletteHandle:Integer):Integer;stdcall;
```

### Java Declaration

```
int BCR_ImportDDB (int SessionHandle,int  
BitmapHandle, int PaletteHandle);
```

### Description

This function allows to import a DDB (Device Dependant Bitmap) from file obtaining a DIB handle.

### Parameters

*SessionHandle* (in) - the session handle to use  
*BitmapHandle* (in) - the handle of DDB to import  
*PaletteHandle* (in) - the handle of DDB palette to import. Passing 0 it will be used a standard palette.

### Return values

The DIB handle with the image inside, 0 if an error occurred.

## 3.15 **BCR\_FreeImage**

### **C/C++ Declaration**

```
__stdcall void BCR_FreeImage(long SessionHandle,  
long DIBHandle);
```

### **C# Declaration**

```
void BCR_FreeImage(int SessionHandle, int  
DIBHandle);
```

### **Visual Basic Declaration**

```
Sub BCR_FreeImage(ByVal SessionHandle As Integer,  
ByVal DIBHandle As Integer);
```

### **Visual Basic .NET Declaration**

```
Sub BCR_FreeImage(ByVal SessionHandle As Integer,  
ByVal DIBHandle As Integer);
```

### **Delphi Declaration**

```
Procedure BCR_FreeImage(SessionHandle:Integer,  
DIBHandle:Integer):Integer;stdcall;
```

### **Java Declaration**

```
void BCR_FreeImage(int SessionHandle,int  
DIBHandle);
```

### **Description**

This function allows to remove from memory an image previously loaded from file or imported from DDB.

### **Parameters**

*SessionHandle* (in) - the session handle to use

*CharIndex* (in) - the index of the character . First character is 0, last

is the ICR\_GetCharactersCount-1.

*CharAlternative* (in) the index of the alternative, from 0 (hi confidence) to 2 (low confidence).

*Left* (out) - the buffer where will be moved the left position of the rect containing the character.

*Top* (out) - the buffer where will be moved the top position of the rect containing the character.

*Right* (out) - the buffer where will be moved the right position of the rect containing the character.

*Bottom* (out) - the buffer where will be moved the bottom position of the rect containing the character.

#### Return values

n/a

### 3.16 **LoadBCRLibrary**

#### C/C++ Declaration

```
RECOBCR_API void LoadBCRLibrary(void)
```

#### Description

Load the BCR DLL library: you have to use this function one time before to use other API functions from Visual C++.

This function is not required using the API from Delphi or Visual Basic

### 3.17 **FreeBCRLibrary**

#### C/C++ Declaration

```
RECOIO_API void FreeIOLibrary(void)
```

#### Description

Unload the BCR DLL library: you have to use this function one time before to exit from your Visual C++ application.

This function is not required using the API from Delphi or Visual Basic







**Sample**

**IV**

## 4 Sample

### 4.1 Samples

#### 4.1.1 Visual C++

This sample code performs barcode recognition on image available on clipboard

```
int RecognizeBarcodesOnClipboard()
{
    // Load dynamically the library
    LoadBCRLibrary();
    // Init the BCR session
    int Session= BCR_Init("demo", "demo");
    long hBitmap;
    char RecognizedString[255];
    // Check if a DIB is available in clipboard
    bool bAvail=IsClipboardFormatAvailable(CF_DIB);
    hBitmap = 0;
    if (bAvail)
    {
        // Open the Clipboard
        ::OpenClipboard(NULL);
        // Retrieve the DIB from clipboard
        hBitmap = (long)
        GetClipboardData(CF_DIB);
        // Recognize barcodes Code39 or 2of5i, 1 per page, from 5 to 15 characters
        // with laser size 3, laser step 32, image quality normal, image orientation
        int nCodes= BCR_RecognizeEx(Session, (long) hBitmap, 32 or 1, 1, 5, 15);
        // Close the Clipboard
        ::CloseClipboard();
        // Check if there are recognized chars
        if (nCodes>0) {
            // Retrieve the first barcode recognized characters
            nChar = BCR_GetCodeText(Session, 0, RecognizedString);
            // Make the buffer a null terminated string
            RecognizedString[nChar]=0;
            // Show the recognized characters
            MessageBox(NULL,
            RecognizedString, "RESULT", MB_OK);
        }
        // Show an error message
        else MessageBox(NULL, "No barcodes recognized !", "ERROR", MB_OK);
    }
    // Show an error message
    else MessageBox(NULL, "Unable to paste DIB", "ERROR", MB_OK);
    // Close the session
    BCR_Done(Session);
    // Unload the library
    FreeBCRLibrary();
    return 0;
}
```

## 4.1.2 Visual Basic

```

This sample code performs barcode recognition on image available on clipboard
Private RecognizeBarcodesOnClipboard()
' Declare some variables
Dim DIBHandle As Long
Dim CodeStr As String
Dim Codes As Long
Dim Code As Long
Dim Dummy As Long
Dim Orientation As Long
Dim CodeString As String
Dim CodeLen As Long
Dim BCRSession As Long

' open the session
BCRSession = BCR_Init("demo", "demo")
' If there's a DIB on the clipboard, get it
If Clipboard.GetFormat(vbCFDIB) Then
OpenClipboard (hwnd)
DIBHandle = GetClipboardData(vbCFDIB)
' Try to recognize barcodes
' Code39 or 2of5i
' max 4 per page
' from 3 to 16 characters
' virtual laser size 2, virtual laser step 1
' normal image quality
' orientation left to right or right to left
' check digit verification enabled
Codes = BCR_RecognizeEx(BCRSession, DIBHandle,
BCR_Code39 Or BCR_Code2of5i, 4, 3, 16, 2, 10,
BCR_NORMAL_QUALITY, BCR_LeftToRight Or
BCR_RightToLef, BCR_CHECKDIGIT_ENABLED)
' Check if at least a code was recognized
If Codes > 0 Then
For Code = 0 To Codes - 1
' retrieve the len of code
CodeLen = BCR_GetCodeLen(BCRSession, Code)
' allocate space for the code in a string
CodeStr = Space(CodeLen)
' retrieve the code data
Dummy = BCR_GetCodeText(BCRSession, Code, CodeStr)
Orientation = BCR_GetCodeOrientation(BCRSession, Code)
' show the code data
MsgBox ("Recognized codes " & Str(Code + 1) & " of " & Str(Codes) & "
Next Code
Else
MsgBox ("No code recognized !")
End If
CloseClipboard
Else
MsgBox ("No BMP in clipboard !")
End If
' close the session
BCR_Done (BCRSession)
End Sub

```

## 4.1.3 Delphi

This sample code performs barcode recognition on image available on clipboard  
 procedure RecognizeBarcodesOnClipboard;

```

Var DIBHandle:Integer;
    BCRSession:Integer;
    BarCodes:Integer;
    Buffer:PChar;
    BarType:Integer;
    BarOrientation:Integer;
    i:integer;

begin
    // Open the BCR session
    BCRSession:=BCR_Init('demo','demo');
    // Check if an image is in clipboard
    if Clipboard.HasFormat(CF_DIB) then
    begin
        // Open the clipboard
        Clipboard.Open;
        // Retrieve the dib
        DIBHandle:=Clipboard.GetAsHandle(CF_DIB);
        // Recognize the barcode
        // Type: Code39, I2of5
        // Max expected codes: 4
        // Codes length: from 3 to 20 characters
        // Virtual laser step/size: 2/10
        // Image Quality: normal
        // Orientation: LeftToRight or RightToLeft
        // CheckDigit Verification: enabled
        BarCodes:=BCR_RecognizeEx(BCRSession,DIBHandle,BCR_Code39 or BCR_I2of5);
        // Show the number of recognized barcodes
        ShowMessage('Barcodes recognized:'+IntToStr(BarCodes));
        // Retrieve info for each barcode recognized
        for i:=0 to BarCodes-1 do
        begin
            // Create the buffer for the result
            GetMem(Buffer,255);
            // Retrieve the recognized text
            BCR_GetCodeText(BCRSession,i,Buffer);
            // Retrieve the code type
            BarType:=BCR_GetCodeType(BCRSession,i);
            // Retrieve the code orientation
            BarOrientation:=BCR_GetCodeOrientation(BCRSession,i);
            // Show the code index, data and orientation
            ShowMessage('Barcode '+IntToStr(i+1)+' of '+IntToStr(BarCodes)+' is '+IntToStr(BarType)+' '+IntToStr(BarOrientation));
            // Free the buffer
            FreeMem(Buffer);
        end;
        // Close the clipboard
        Clipboard.Close;
    end else ShowMessage('No image available in clipboard !');
    // Close the BCR session
    BCR_Done(BCRSession);
end;
```

## *Annotation*