# Potential Open Source Code for number plate/license plate recognition

The following links are to projects that have been created by freelance coders. These projects have not been tests or confirmed by myself to be fully functional or working in anyway.

* <https://github.com/chroman/ANPR> - Built using the Tesseract OCR engine and OpenCV image processing library. Only for iOS devices.
* <http://www.davidwdrell.net/wordpress/?p=290>
* <http://www.dotnetfunda.com/articles/show/3043/how-to-implement-automated-license-plate-recognition-in-csharp-using-o> - Tutorial that claims to create a program that can recognise number plates from images. Unsure if this is for mobile devices.
* <http://www.camera-sdk.com/p_274-how-to-implement-license-plate-recognition-in-c-onvif.html> - Another tutorial on how to setup a LPR program in C#.
* <http://www.dtksoft.com/dtkanpr.php> - SDK download available
* <https://github.com/openalpr/openalpr>

# In App Billing Android

If the app is published using Google Play Store then all IAP (in app purchases) are handled by sending request to the Google Play server which in turn connects to the Google Play Server. Their server will then handle any transactions and network security concerns.

* Purchases fall under a user name to ensure that no product is activated twice. If the product is consumable (currency) then the product reverts to ‘unowned’ after being used and can be purchased again.
* Only digital content can be sold, nothing physical or that requires delivery.
* Purchases are app specific (cannot buy content from one app for another app).
* <http://developer.android.com/training/in-app-billing/preparing-iab-app.html#GetSample> - IAP sample guide.

# In App Purchases Windows Phone

<https://msdn.microsoft.com/en-us/library/windows/apps/jj206950(v=vs.105).aspx> (unsure if supported with xamarin)

# IAP for Xamarin

<https://developer.xamarin.com/guides/ios/application_fundamentals/in-app_purchasing/> - iOS

<https://components.xamarin.com/gettingstarted/xamarin.inappbilling> - Android

# Signature Pad for Windows Phone

<https://components.xamarin.com/view/vapolia-signature> - Paid (190 Dollar) signature widget for, windows phone, iOS 32 bit and android

Working

<https://code.msdn.microsoft.com/Windows-Phone-Ink-ea76353e#content> – “the parameter is incorrect” – This error occurs when trying to run the downloaded project. This has been corrected by recreating the complete solution with the following steps

* Create a Normal Xamarin Portable Project
* Unload Droid and iOS Solutions
* Copy the code from the linked project into the new project making sure to recreate all the relevant files.