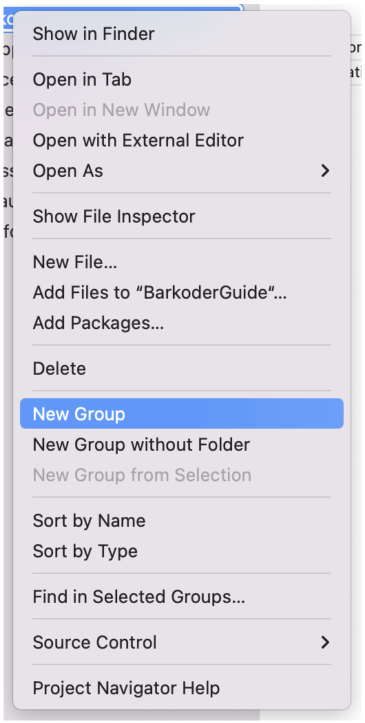
Barkoder Guide for iOS v1.2.2

Installation guide

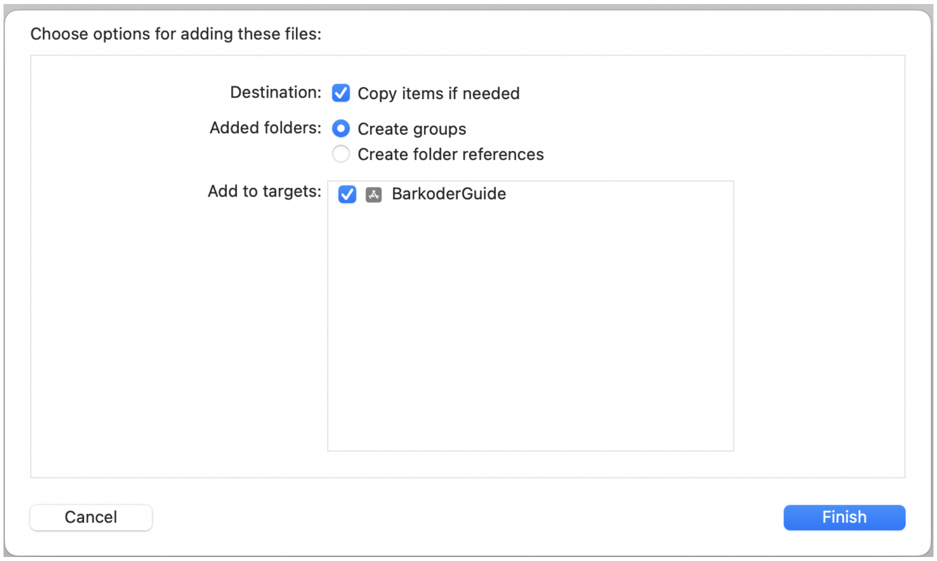
Please follow these simple steps to integrate our SDK into your iOS project

1. Create new group and name it “frameworks” (optional)



2. Add **Barkoder.xcframework** and **BarkoderSDK.xcframework** into frameworks

**Copy items if needed, Create groups and Add to desired targets)*



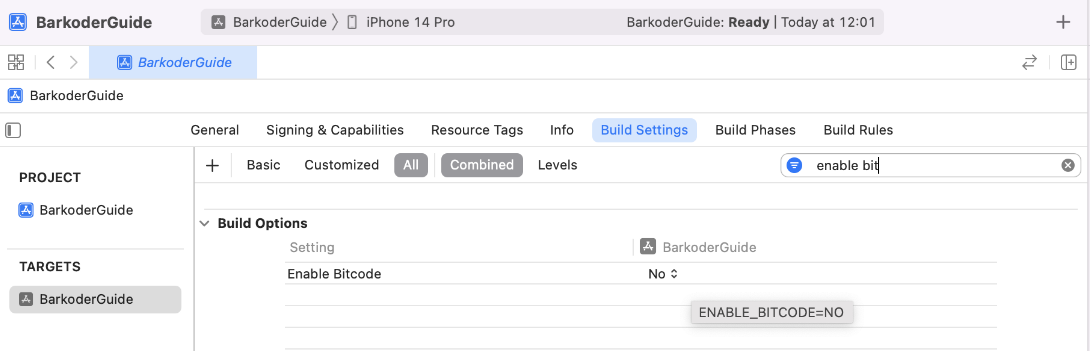
Choose options for adding these files:

Destination: ☑ Copy items if needed

Added folders: ● Create groups
○ Create folder references

Add to targets: ☑ BarkoderGuide

3. In **Build Settings** set **Enable Bitcode** to **NO**



Build Options

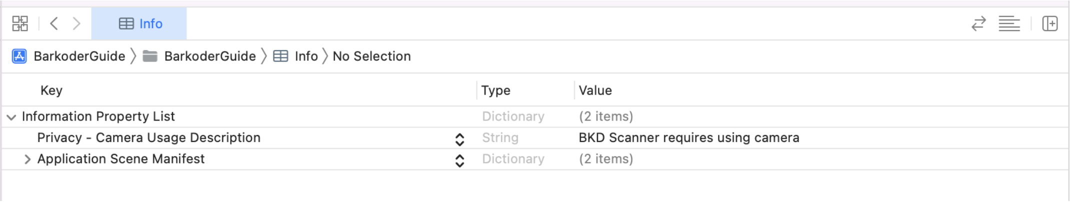
Setting	BarkoderGuide
Enable Bitcode	No

ENABLE_BITCODE=NO

4. Open the **Info.plist** with Source Code and add these changes

```
<key>NSCameraUsageDescription</key>
<string>BKD Scanner requires using camera</string>
```

** Or using **Property List** add "Privacy - Camera Usage Description" and key "BKD Scanner requires using camera"*



Key	Type	Value
Information Property List	Dictionary	(2 items)
Privacy - Camera Usage Description	String	BKD Scanner requires using camera
Application Scene Manifest	Dictionary	(2 items)

5. Add **BarkoderView** as a view

```
import UIKit
import BarkoderSDK

class ViewController: UIViewController {

    private var barkoderView: BarkoderView!

    override func viewDidLoad() {
        super.viewDidLoad()
        setupUI()
        setupConstraints()
    }

    private func setupUI() {
        barkoderView = BarkoderView()

        view.addSubview(barkoderView)
    }

    private func setupConstraints() {
        barkoderView.translatesAutoresizingMaskIntoConstraints = false
        barkoderView.leadingAnchor.constraint(equalTo: view.leadingAnchor).isActive = true
        barkoderView.topAnchor.constraint(equalTo: view.topAnchor).isActive = true
        barkoderView.trailingAnchor.constraint(equalTo: view.trailingAnchor).isActive = true
        barkoderView.bottomAnchor.constraint(equalTo: view.bottomAnchor).isActive = true
    }
}
```

6. Create **Barkoder Config** per your needs

```
private func createBarkoderConfig() {
        // In order to perform scanning, config property need to be set before
        // If license key is not valid you will receive results with asterisks inside
        barkoderView.config = BarkoderConfig(licenseKey: "LICENSE_KEY") { licenseResult in
            print("Licensing SDK: \(licenseResult)")
        }

        // Enable QR barcode type
        guard let decoderConfig = barkoderView.config?.decoderConfig else { return }
        decoderConfig.qr.enabled = true
    }
```

7. Implement **BarkoderResultDelegate** protocol where you will receive scanned results

```
extension ViewController: BarkoderResultDelegate {

    func scanningFinished(_ decoderResults: [DecoderResult], thumbnails: [UIImage]?,  image: UIImage?) {
        if let textualData = decoderResults[0].textualData {
            print("Scanned result: ", textualData)
        }
    }

}
```

8. Start the scanning process

```
try? barkoderView.startScanning(self)
```

API description

BarkoderView

```
/// Set camera frames callback if you want to receive the frames/images only without decoding them and do your own work with the frames
@objc public func setPreviewFramesDelegate(_ delegate: BarkoderPreviewFramesDelegate?)
```

```
/// Set zoom factor for the camera preview
/// If preview session is already active this zoom factor will be set only for this session, therewise initial zoom will be set
/// Every next preview session will be started with this zoom factor
@objc public func setZoomFactor(_ zoomFactor: Float)
```

```
/// Check if current mobile device has flash available
@objc public func isFlashAvailable(_ completion: @escaping(_ flashAvailable: Bool) -> Void)
```

```
/// Turn flash ON/OFF
/// If preview session is already active this state be set only for active session
/// otherwise the initial flash state is set. Every next preview session will be started with this state
/// - Parameter enabled: [true, false]. Default value is false
@objc public func setFlash(_ enabled: Bool)
```

```
/// Start the camera preview only, without decoding
@objc public func startCamera()

/// Start the camera preview (if is not already running) and the scanning process
/// - Parameter resultDelegate
/// - Throws Error if BarkoderView config is not set
@objc public func startScanning(_ resultDelegate: BarkoderResultDelegate) throws

/// Stop the scanning process and the camera preview
@objc public func stopScanning()

/// Pause only the scanning process. Camera preview is still running
@objc public func pauseScanning()
```

BarkoderConfig

```
/// Get the decoder config object. With this object you can enable/disable decoders (barcode
types) or configure each one of them
@objc public var decoderConfig: Config? = nil

/// Location line color as UIColor,
@objc public var locationLineColor: UIColor

/// Get the location line width as float
/// Default value is 2.0
@objc public var locationLineWidth: Float

/// Region of interest line color as UIColor
@objc public var roiLineColor: UIColor

/// Region of interest line width as float
/// Default value is 2.0
@objc public var roiLineWidth: Float

/// Region of interest background color as UIColor
@objc public var roiOverlayBackgroundColor: UIColor


/// Check if camera preview session will be closed when barcode is scanned
/// Default value is true
@objc public var closeSessionOnResultEnabled: Bool

/// Check if the image result is enabled
/// Image result is received in BarkoderResultDelegate as UIImage
```

```swift
/// Default value is false
@objc public var imageResultEnabled: Bool

/// Check if barcode location in the image result is enabled
/// If enabled, barcode in the result image will be marked
/// Default value is false
@objc public var locationInImageResultEnabled: Bool

/// Check if barcode location in preview is enabled
/// Default value is true
@objc public var locationInPreviewEnabled: Bool

/// Set active region of interest
@objc open func setRegionOfInterest(_ value: CGRect) throws

/// Get active region of interest
/// Default value is 'CGRect(x: 3, y: 30, width: 94, height: 40)'
@objc open func getRegionOfInterest() -> CGRect

/// Set maximum threads that will be used for the decoding process
/// - Parameter value: [1, max threads available]
/// - Throws Error if input param is greater than maximum threads available on that device
@objc func setThreadsLimit(_ value: Int) throws

/// Check if the camera preview can be zoomed with pinch
/// Default value is false
@objc public var pinchToZoomEnabled: Bool

/// Check if ROI is visible on the preview screen
/// Default value is true
@objc public var regionOfInterestVisible: Bool

/// Get the active resolution. It can be Normal(HD), or HIGH(Full HD)
/// Default value is BarkoderView.BarkoderResolution.normal
@objc public var barkoderResolution: BarkoderView.BarkoderResolution

/// Check if device will beep on successful scan
/// Default value is true
@objc public var beepOnSuccessEnabled: Bool


/// Check if device will vibrate on successful scan
/// Default value is true
@objc public var vibrateOnSuccessEnabled: Bool
```

```
/// Getting barcode thumbnail on result
/// Default value is true
@objc public var barcodeThumbnailOnResult: Bool

/// Getting threshold between duplicates scans
/// Default value is 5
@objc public var thresholdBetweenDuplicatesScans: Int
```

BarkoderHelper

```
/// Scan barcode from bitmap image
/// - Parameters:
///   - image: Image that you want to be scanned as UIImage
///   - bkdConfig: config that will be used for scanning process
///   - resultDelegate: where you will receive scanned result
@objc public static func scanImage(_ image: UIImage, bkdConfig: BarkoderConfig,
resultDelegate: BarkoderResultDelegate)

/// Apply config params from predefined template
/// - Parameters:
///   - config: that will be configured
///   - template: that will be applied on config
///   - finished: that will be executed when this function is finished
@objc public static func applyConfigSettingsFromTemplate(_ config: BarkoderConfig,
template: BarkoderConfigTemplate, finished: @escaping (BarkoderConfig) -> Void)

/// Retrieve config properties from the URL and apply them in the config that is send as input
param
/// - Parameters:
///   - config: that will be configured
///   - url: URL to the JSON file
///   - finished: callback that will be executed when this function is finished
@objc public static func applyConfigSettingsFromURL(_ config:  BarkoderConfig, url: URL,
finished: @escaping (BarkoderConfig?, Error?) -> Void)

/// Retrieve config properties from the URL and apply them in the config that is send as input
param
/// - Parameters:
///   - config: that will be configured
///   - url: filePath to the JSON file
///   - finished: callback that will be executed when this function is finished
@objc public static func applyConfigSettingsFromFile(_ config:  BarkoderConfig, url: String,
finished: @escaping (BarkoderConfig?, Error?) -> Void)
```

```swift
/// Export config that is send as input param to JSON string
/// - Parameter barkoderConfig: config that will be exported
/// - Returns: JSON string
@objc public static func configToJSON(_ barkoderConfig: BarkoderConfig) -> String?
```