

Aztec Encode SDK v2.5

USER MANUAL

AIPSYS Software Laboratory

<http://www.aipsys.com>

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High Capacity Encoding of Data	错误！未定义书签。

Small Printout Size	错误！未定义书签。
Dirt and Damage Resistant	错误！未定义书签。
Readable from any direction in 360°	错误！未定义书签。
Structured Append Feature	错误！未定义书签。
Symbol Version	错误！未定义书签。
Error Correction	错误！未定义书签。
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1. Introduction

1.1. Aztec Barcode introduction

About Aztec

Aztec is a high density 2D matrix bar code, created in Welch Allyn Inc., Andy Longacre in year 1995, public domain. Aztec code is a 2D matrix barcode symbology designed to combine the best characteristics of several 1st generation symbologies, with special attention paid to ease of printing, ease of finding in any orientation, allowance for field distortion, high data security with user-selected redundancy, and efficient storage over the range from small to large data messages. Aztec symbols are always a square array of square cells with a square "bullseye" at the center. Figure 1 shows an Aztec code symbol encoding 109 characters of text with 50% error correction.

Reed-Solomon error control encoding provides a user-selected level of data security and robustness.

Features

- Easy printing
- Easy decoding - bulls eye in center
- minimum size is 13 chars - equal to EAN13 to size
- No need quiet zone
- 32 code sizes
- Reed Solomon error coding
- can encode 3750 character from all 256 ASCII chars
- center of barcode is "bulls eye"
- smallest element is named "element, square dot"
- error correction symbols size are selectable

The overall size of an Aztec symbol is depended on module size, the total amount of encoded data and error capacity is choosen by the user.

The smallest Aztec symbol is 15 module square and ancode 14 digits with 40 % error correction.

The largest symbol is 151 modules square and can encode 3000 chracters or 3750 digits with 25% error correction.

Encoding specification

- **Encodable character set:**
 - All 8-bit values
 - 0-127 ASCII
 - 128-255 ISO 8859-1, Latin Alphabet No.1
 - Two non-data characters can be encoded, FNC1 for compatibility and ECI escape sequence for standardized encoding....
- **Representations of data :** dark module is binary one and light module is binary zero....
- **Symbol size:** smallest 15x15 modules, largest 151x151 modules
- **Data capacity:**
 - Smallest Aztec code encodes 13 numeric or 12 alphanumeric or bytes of data
 - Largest encodes 3832 numerics, 3067 alphabetic or 1914 bytes.
- **Error correction:**
 - User-selectable, from 5 % to 95% of data
 - Recomend level is 23% of symbol capacity plus codewords
- **Codetype :** Matrix

- **Orientation independent** : Yes

Data codeword sizes and prime modulus polynomials.				
Layers	Codeword	Galois field	Prime Modulus Polynomial	decimal equib.
1-2	6 bits	64	X^6+X+1	67
3-8	8 bits	256	$X^8+X^5+X^3+X^2+1$	301
9-22	10 bits	1024	$X^{10}+X^3+1$	1033
23-32	12 bits	4096	$X^{12}+X^6+X^5+X^3+1$	4021

Aztec code high-level encoding										
	Upper		Lower		Mixed		Punct		Digit	
Value	Char	ascii	Char	ascii	Char	ascii	Char	ascii	Char	ascii
0	PS		PS		PS		FLG	***	PS	
1	SP	32	SP	32	SP	32	CR	13	SP	32
2	A	65	a	97	SOH	1	CR LF	13,10	0	48
3	B	66	b	98	STX	2	. SP	46,32	1	49
4	C	67	c	99	ETX	3	, SP	44,32	2	50
5	D	68	d	100	EOT	4	: SP	58,32	3	51
6	E	69	e	101	ENQ	5	!	33	4	52
7	F	70	f	102	ACK	6	"	34	5	53
8	G	71	g	103	BEL	7	#	35	6	54
9	H	72	h	104	BS	8	\$	36	7	55
10	I	73	i	105	HT	9	%	37	8	56
11	J	74	j	106	LF	10	&	38	9	57
12	K	75	k	107	VT	11	'	39	,	44
13	L	76	l	108	FF	12	(40	.	46
14	M	77	m	109	CR	13)	41	UL	
15	N	78	n	110	ESC	27	*	42	US	
16	O	79	o	111	FS	28	+	43		
17	P	80	p	112	GS	29	,	44		
18	Q	81	q	113	RS	30	-	45		
19	R	82	r	114	US	31	.	46		
20	S	83	s	115	@	64	/	47		
21	T	84	t	116	\	92	:	58		
22	U	85	u	117	^	94	;	99		
23	V	86	v	118		95	<	60		
24	W	87	w	119	`	96	=	61		

25	X	88	x	120		124	>	62		
26	Y	89	y	121	~	126	?	63		
27	Z	90	z	122	DEL	127	[91		
28	LL		US		LL]	93		
29	ML		ML		UL		{	123		
30	DL		DL		PL		}	125		
31	BS		BS		BS		UL			

SMALL AZTEC CODE.

Small Aztec code is smaller version of Aztec code for coding smaller messages to 95 chars. Decoding rights is some as in Aztec Code

- Only 4 sizes of barcode
- Easy printing
- Easy decoding
- Maximum 95 chars or 120 digits

1.2 Aztec parameters introduction

nEncodeMode: There are two modes for encoding:

ENC_NORMAL: can encode any character but it is not very efficient encoding binary values (values above 128).

ENC_BINARY: use this mode only if your data contains many bytes/characters above 128

nCorrectionLevel: percentage of errors which can be recovered: 5 to 95

nConfigType: use this property to define which formats can be used: ANY (any), COMPACT (only compact formats) or FULL (only full range formats).

ANY:

COMPACT:

FULL RANGE:.

nRune: set a value between 0 and 255 to create a Aztec code rune (default is -1, disabled)

nConfiguration: preferred format. Another format will be automatically selected if AutoConfigure=true and the amount of data and the selected error correction level does not fit in the preferred format:

```

CONFIGURATION_AUTO           = -1;
CONFIGURATION_15X15_COMPACT = 0;
CONFIGURATION_19X19         = 1;

```

```

CONFIGURATION_19X19_COMPACT = 2;
CONFIGURATION_23X23 = 3;
CONFIGURATION_23X23_COMPACT = 4;
CONFIGURATION_27X27 = 5;
CONFIGURATION_27X27_COMPACT = 6;
CONFIGURATION_31X31 = 7;
CONFIGURATION_37X37 = 8;
CONFIGURATION_41X41 = 9;
CONFIGURATION_45X45 = 10;
CONFIGURATION_49X49 = 11;
CONFIGURATION_53X53 = 12;
CONFIGURATION_57X57 = 13;
CONFIGURATION_61X61 = 14;
CONFIGURATION_67X67 = 15;
CONFIGURATION_71X71 = 16;
CONFIGURATION_75X75 = 17;
CONFIGURATION_79X79 = 18;
CONFIGURATION_83X83 = 19;
CONFIGURATION_87X87 = 20;
CONFIGURATION_91X91 = 21;
CONFIGURATION_95X95 = 22;
CONFIGURATION_101X101 = 23;
CONFIGURATION_105X105 = 24;
CONFIGURATION_109X109 = 25;
CONFIGURATION_113X113 = 26;
CONFIGURATION_117X117 = 27;
CONFIGURATION_121X121 = 28;
CONFIGURATION_125X125 = 29;
CONFIGURATION_131X131 = 30;
CONFIGURATION_135X135 = 31;
CONFIGURATION_139X139 = 32;
CONFIGURATION_143X143 = 33;
CONFIGURATION_147X147 = 34;
CONFIGURATION_151X151 = 35;

```

bStructuredAppend : allows you to encode large messages by means of a sequence of symbols

bProcessTilde: if true (default) the tilde character (~) will be processed like this:

- ~~: will be replaced with ~
- ~dxxx: will be replaced by the character whose ascii code is xxx. For example ~d065 will be replaced with A.
- ~F: will be replaced with the FNC1 flag (allowed as first codeword only).

- ~Exxxxxx: will be replaced with the Extended Interpretation Channel flag xxxxxx. For example to activate Extended Interpretation Channel 1, use ~E000001

nStructuredAppendCounter(int): When the symbol is part of an Structured Append set, this is the total number of symbols in the set. Valid values : 2 to 26. If this is not set, or set to 1, the symbol is assumed to be standalone (no structured append used)..

nStructuredAppendIndex(int): When the symbol is part of an Structured Append set, this is the number of this symbol in the set. Valid values : 2 to 26.

pFileID: File Id for Structured Append. Optional

1.3 Data capacity for Aztec versions

The size and data bits capacity of Aztec code symbols								
Layers	Size	Capacity	Layers	Size	Capacity	Layers	Size	Capacity
1	19x19	21x6	12	67x67	364x10	23	113x113	920x12
2	23x23	48x6	13	71x71	416x10	24	117x117	992x12
3	27x27	60x8	14	75x75	470x10	25	121x121	1066x12
4	31x31	88x8	15	79x79	528x10	26	125x125	1144x12
5	37x37	120x8	16	83x83	588x10	27	131x131	1224x12
6	41x41	156x8	17	87x87	652x10	28	135x135	1306x12
7	45x45	196x8	18	91x91	720x10	29	139x139	1392x12
8	49x49	240x8	19	95x95	790x10	30	143x143	1480x12
9	53x53	230x10	20	101x101	864x10	31	147x147	1570x12
10	57x57	272x10	21	105x105	940x10	32	15x151	1664x12
11	61x61	316x10	22	109x109	1020x10			

The Size and Bit Capacity of Small Aztec Symbols					
Layers	Size	Capacity	Layers	Size	Capacity
1	15x15	17x6	3	23x23	51x6
2	19x19	40x6	4	27x27	76x8

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1.5. About trial version

With 2D barcode encoder and decoder SDK, some of the input element will be replaced with char '*' before encoding, and some of the output element will be replaced with '*' after decoding.

With 1D linear barcode encoder and decoder, some of the input element will be replaced with char '0' before encoding, and some of the output element will be replaced with '0' after decoding.

The Trial version have 30 days' evaluation time, you must remove it from your computer and your application after expiration.

We will mail the licensed version or register serial no to you after you order it.

2. Encoder SDK

2.1. Static link library

2.1.1 Constants

Encoding scheme

ENC_NORMAL	0;
ENC_BINARY	1;

ConfigType

CONFIGURATION_ANY	0;
CONFIGURATION_COMPACT	1;
CONFIGURATION_FULL	2;

Correction Level

0~35%

Configuration

#define CONFIGURATION_AUTO	-1
#define CONFIGURATION_15X15_COMPACT	0
#define CONFIGURATION_19X19 =	1
#define CONFIGURATION_19X19_COMPACT	2
#define CONFIGURATION_23X23	3
#define CONFIGURATION_23X23_COMPACT	4
#define CONFIGURATION_27X27	5
#define CONFIGURATION_27X27_COMPACT	6
#define CONFIGURATION_31X31	7
#define CONFIGURATION_37X37	8
#define CONFIGURATION_41X41	9
#define CONFIGURATION_45X45	10
#define CONFIGURATION_49X49	11
#define CONFIGURATION_53X53	12
#define CONFIGURATION_57X57	13
#define CONFIGURATION_61X61	14
#define CONFIGURATION_67X67	15
#define CONFIGURATION_71X71	16
#define CONFIGURATION_75X75	17
#define CONFIGURATION_79X79	18

#define CONFIGURATION_83X83	19
#define CONFIGURATION_87X87	20
#define CONFIGURATION_91X91	21
#define CONFIGURATION_95X95	22
#define CONFIGURATION_101X101	23
#define CONFIGURATION_105X105	24
#define CONFIGURATION_109X109	25
#define CONFIGURATION_113X113	26
#define CONFIGURATION_117X117	27
#define CONFIGURATION_121X121	28
#define CONFIGURATION_125X125	29
#define CONFIGURATION_131X131	30
#define CONFIGURATION_135X135	31
#define CONFIGURATION_139X139	32
#define CONFIGURATION_143X143	33
#define CONFIGURATION_147X147	34
#define CONFIGURATION_151X151	35

2.1.2 Data structure

The following data structure define the properties of the Aztec barcode, it can be transfered into function as parameter.

```
typedef struct tagAZTECCONTEXT
{
    int      nEncodeMode;
    int      nCorrectionLevel;
    int      nConfigType;
    int      nConfiguration;
    int      nRune;
    int      nPixelSize;
    int      nMargin;
    int      nStructuredAppendCounter;
    int      nStructuredAppendIndex;
    int      nDataSize;
    BOOL     bProcessTilde;
    BOOL     bStructuredAppend;
    COLORREF clForeColor;
    COLORREF clBackColor;
    char *pFileID;
    char cEncodedData[3750];
}_AZTECCONTEXT;
```

2.1.3. Function or procedure

2.1.3.1. **_InitAztecContext**

The **_InitAztecContext** function initialize the environment of Aztec encoding with default value.

```
void __stdcall _InitAztecContext (_AZTECCONTEXT * pAztecCtx);
```

Parameters

pAztecCtx

[in] define the Aztec attributes for encoding, refer structure type
_AZTECCONTEXT

Return values

None

2.1.3.2. **_AztecEncode2File**

The **_AztecEncode2File** function encode the data inputted with the defined attributes and save the barcode to an image file

```
BOOL __stdcall _AztecEncode2File (_AZTECCONTEXT * pAztecCtx,  
LPCTSTR lpImageFile);
```

Parameters

pAztecCtx

[in] define the Aztec attributes for encoding, refer structure type
_AZTECCONTEXT

lpImageFile

[in] define the image file outputted, currently bitmap image supported

Return values

If the function succeeds, the return value is TRUE, otherwise, return FALSE.

2.1.3.3. **_AztecEncode2Bitmap**

The **_AztecEncode2Bitmap** function encode the data inputted with the defined attributes and return the bitmap handle of the Aztec barcode image

```

HBITMAP __stdcall _AztecEncode2Bitmap (
    _AZTECCONTEXT * pAztecCtx);

```

Parameters

pAztecCtx

[in] define the Aztec attributes for encoding, refer structure type
_AZTECCONTEXT

Return values

If the function succeeds, the return value is BITMAP handle of Aztec barcode,
otherwise , return NULL.

2.1.3.4. _FreeAztecContext

The _FreeAztecContext function free environment of the Aztec encoding

```

BOOL __stdcall _FreeAztecContext ();

```

Return values

If the function succeeds, the return TRUE, otherwise , return FALSE.

2.1.4. Example for Microsoft visual C++

Example1

```

#include "AztecEncodeLib.h"
....
_tagAZTECCONTEXT tAztecCtx;
_InitAztecContext (&tAztecCtx);

tAztecCtx.nConfigType = CONFIGURATION_ANY;
tAztecCtx.nCorrectionLevel = 23;
tAztecCtx.nConfiguration = CONFIGURATION_AUTO;
tAztecCtx.nEncodeMode = m_EncodeMode.GetCurSel ();
tAztecCtx.nStructuredAppendIndex = m_nAppendIndex;
tAztecCtx.nStructuredAppendCounter = m_nAppendCounter;
tAztecCtx.bStructuredAppend = false;
tAztecCtx.bProcessTilde = false;
tAztecCtx.nMargin = 10;
tAztecCtx.nPixelSize = 4;
tAztecCtx.clBackColor = 0xFFFFFFFF;
tAztecCtx.clForeColor = 0

```

```

memcpy(tAztecCtx.cEncodedData, http://www.aipsys.com", 23);
_AztecEncode2File(&tQrCtx, "c:\\Aztec.bmp");
_FreeAztecContext();
....

```

LIBRARY for linking
 AztecEncodeLIB.LIB

2.2. Dynamic link library

2.2.1 Constants

Encoding scheme

```

ENC_NORMAL      0;
ENC_BINARY      1;

```

ConfigType

```

CONFIGURATION_ANY      0;
CONFIGURATION_COMPACT  1;
CONFIGURATION_FULL     2;

```

Correction Level

0~35%

Configuration

```

#define CONFIGURATION_AUTO      -1
#define CONFIGURATION_15X15_COMPACT  0
#define CONFIGURATION_19X19 =      1
#define CONFIGURATION_19X19_COMPACT  2
#define CONFIGURATION_23X23      3
#define CONFIGURATION_23X23_COMPACT  4
#define CONFIGURATION_27X27      5
#define CONFIGURATION_27X27_COMPACT  6
#define CONFIGURATION_31X31      7
#define CONFIGURATION_37X37      8
#define CONFIGURATION_41X41      9
#define CONFIGURATION_45X45     10
#define CONFIGURATION_49X49     11
#define CONFIGURATION_53X53     12
#define CONFIGURATION_57X57     13

```

#define CONFIGURATION_61X61	14
#define CONFIGURATION_67X67	15
#define CONFIGURATION_71X71	16
#define CONFIGURATION_75X75	17
#define CONFIGURATION_79X79	18
#define CONFIGURATION_83X83	19
#define CONFIGURATION_87X87	20
#define CONFIGURATION_91X91	21
#define CONFIGURATION_95X95	22
#define CONFIGURATION_101X101	23
#define CONFIGURATION_105X105	24
#define CONFIGURATION_109X109	25
#define CONFIGURATION_113X113	26
#define CONFIGURATION_117X117	27
#define CONFIGURATION_121X121	28
#define CONFIGURATION_125X125	29
#define CONFIGURATION_131X131	30
#define CONFIGURATION_135X135	31
#define CONFIGURATION_139X139	32
#define CONFIGURATION_143X143	33
#define CONFIGURATION_147X147	34
#define CONFIGURATION_151X151	35

2.2.2. Data structure

The following data structure define the properties of the Aztec barcode, it can be transfer into function as parameter.

```
typedef struct tagAZTECCONTEXT
{
    int  nEncodeMode;
    int  nCorrectionLevel;
    int  nConfigType;
    int  nConfiguration;
    int  nRune;
    int  nPixelSize;
    int  nMargin;
    int  nStructuredAppendCounter;
    int  nStructuredAppendIndex;
    int  nDataSize;
    BOOL bProcessTilde;
    BOOL bStructuredAppend;
}
```

```

    COLORREF clForeColor;
    COLORREF clBackColor;
    char *pFileID;
    char cEncodedData[3750];
} AZTECCONTEXT;

```

2.2.2. Function or procedure

2.2.2.1. InitWorkspace

The `_InitWorkspace` function initialize the environment of Aztec encoding with default value.

```
void __stdcall _InitWorkspace(AZTECCONTEXT *pAztecCtx);
```

Parameters

pAztecCtx

[in] define the Aztec attributes for encoding, refer structure type
AZTECCONTEXT

Return values

None

2.2.2.2. AztecEncode2File

The `DataMatrixEncode2File` function encode the data inputted with the defined attributes and save the barcode to an image file

```

    BOOL __stdcall AztecEncode2File (AZTECCONTEXT *pAztecCtx,
                                     LPCTSTR lpImageFile);

```

Parameters

pAztecCtx

[in] define the Aztec attributes for encoding, refer structure type
AZTECCONTEXT

lpImageFile

[in] define the image file outputted, currently bitmap image supported

Return values

If the function succeeds, the return value is TRUE, otherwise, return FALSE.

2.2.2.3. AztecEncode2Bitmap

The **AztecEncode2Bitmap** function encode the data inputed with the defined attributes and return the bitmap handle of the Aztec barcode image

```
HBITMAP __stdcall AztecEncode2Bitmap (  
    AZTECCONTEXT *pAztecCtx);
```

Parameters

pAztecCtx

[in] define the Aztec attributes for encoding, refer structure type
AZTECCONTEXT

Return values

If the function succeeds, the return value is BITMAP handle of AZTEC barcode, otherwise , return NULL.

2.2.24 . FreeWorkSpace

The FreeWorkSpace function free environment of the Aztec encoding

```
BOOL __stdcall FreeWorkSpace();
```

Return values

If the function succeeds, the return TRUE, otherwise , return FALSE.

2.2.3. Example for Microsoft visual C++

Example1

```
#include "AztecEncodeDLL.h"  
.....  
tagAZTECCONTEXT tAztecCtx;  
InitWorkSpace (&tAztecCtx) ;  
  
tAztecCtx.nConfigType = CONFIGURATION_ANY;  
tAztecCtx.nCorrectionLevel = 23;  
tAztecCtx.nConfiguration = CONFIGURATION_AUTO;  
tAztecCtx.nEncodeMode = m_EncodeMode.GetCurSel () ;
```



```

tAztecCtx.nStructuredAppendIndex = m_nAppendIndex;
tAztecCtx.nStructuredAppendCounter = m_nAppendCounter;
tAztecCtx.bStructuredAppend = false;
tAztecCtx.bProcessTilde = false;
tAztecCtx.nMargin = 10;
tAztecCtx.nPixelSize = 4;
tAztecCtx.clBackColor = 0xFFFFFFFF;
tAztecCtx.clForeColor = 0

memcpy(tAztecCtx.cEncodedData, http://www.aipsys.com, 23);
AztecEncode2File(&tQrCtx, "c:\\Aztec.bmp");
FreeWorkspace();

....

```

```

LIBRARY for linking
AztecEncodeDLL.lib
RUNTIME LIBRARY
AztecEncodeDLL.DLL

```

2.2.4. Example for Borland Delphi

2.2.4.1. Redclaration of the data type and function

```

LPAZTECCONTEXT = ^TAztecContext;

TAztecContext = record
    encodeMode : Integer;
    correctionLevel : Integer;
    configType : Integer;
    rune : Integer;
    pixelSize : Integer;
    margin : Integer;
    structuredAppendCounter : Integer;
    structuredAppendIndex : Integer;
    dataSize : Integer;
    processTilde : boolean;
    structuredAppend : boolean;
    foreColor : TColor;
    backColor : TColor;
    fileID : PChar;
    encodedData : array[1..3750] of char;

```

```

end;

procedure InitWorkSpace(pAztecCtx : LPAZTECCONTEXT ); stdcall; external
'AZTECENCODEDLL.DLL';

function  AztecEncode2File(pAztecCtx : LPAZTECCONTEXT;lpImageFile :PChar) : boolean;
    stdcall;external 'AZTECENCODEDLL.DLL';

function  AztecEncode2Bitmap(pAztecCtx : LPAZTECCONTEXT) :
    HBITMAP;stdcall;external 'AZTECENCODEDLL.DLL';

function  FreeWorkSpace : boolean;stdcall external 'AZTECENCODEDLL.DLL';

```

2.2.4.2. Example

Example1

```

var
    ctx : TAZTECCONTEXT;
    s : string;
    i : Integer;
    bmp : HBITMAP;
    img : TBitmap;
    pCtx : LPAZTECCONTEXT;
begin
    pCtx := @tAztecCtx;
    InitWorkSpace(pCtx);

    tAztecCtx.configType := ComboBox3.ItemIndex;
    tAztecCtx.correctionLevel := ComboBox2.ItemIndex+1;
    tAztecCtx.encodeMode := ComboBox1.ItemIndex;

    tAztecCtx.structuredAppendIndex := StrToInt(Edit2.Text);
    tAztecCtx.structuredAppendCounter := StrToInt(Edit4.Text);
    tAztecCtx.structuredAppend := CheckBox2.Checked;
    tAztecCtx.processTilde := CheckBox2.Checked;
    tAztecCtx.dataSize := length(Edit6.Text);
    tAztecCtx.margin := StrToInt(Edit5.Text);
    tAztecCtx.pixelSize := StrToInt(Edit3.Text);
    if (Edit6.Text <> "") then

        StrMove(@tAztecCtx.encodedData,PChar(Edit6.Text),length(Edit6.Text
        ));

```

```
AztecEncode2File(pCtx,pChar('c:\\1.bmp'));  
  
FreeWorkSpace();  
end;
```

2.3. ActiveX

2.3.1. Properties

2.3.1.1. PreferredConfig

The property set the configuration of Aztec 0~35, autoconfigure the parameter when value is -1;

short PreferredConfig

2.3.1.2. CorrectionLevel

The property set the error correction level 0~35%

short CorrectionLevel

2.3.1.3. EncodeMode

The property set the encoding scheme of Aztec barcode

```
ENC_NORMAL = 0;  
ENC_BINARY = 1;
```

short EncodeMode

2.3.1.4. StructuredAppendCounter

The property set the StructuredAppendCounter of Aztec barcode

short StructuredAppendCounter

2.3.1.5. ConfigType

The property set the config type of Aztec barcode

short ConfigType

2.3.1.6. StructuredAppend

The property set if Aztec is structured append

bool StructuredAppend

2.3.1.7. ProcessTilde

The property set if Aztec is process tilde

bool ProcessTilde

2.3.1.8. Rune

The property set rune of Aztec

bool Rune

2.3.1.9. Margin

The property set barcode Margin

bool Margin

2.3.1.10. PixelSize

The property set moduleSize of barcode image

bool PixelSize

2.3.1.11. ForeColor

The property set the Foreground color of Aztec barcode

OLE_COLOR ForeColor

2.3.1.12. BackColor

The property set the Background color of Aztec barcode

OLE_COLOR BackGroundColor

2.3.1.13. EncodedData

The property set the data to be encoded

BSTR EncodedData

2.3.1.14. FileID

The property set the file ID of Aztec barcode

BSTR FileID

2.3.1.15. StructuredAppendIndex

The property set the StructuredAppendIndexof Aztec barcode

short StructuredAppendIndex

2.3.2. Methods

2.3.2.1. Encode2ImageFile

The method Encode2ImageFile encode the data inputed and save the barcode image to file.

boolean Encode2ImageFile(BSTR lpImageFile);

Parameters

lpImageFile

[in] specify the barcode image file to be saved

Return values

If the function succeeds, the return TRUE, otherwise , return FALSE.

2.3.3. Register activeX component

Regsvr32 AztecEncodeOcx.OCX

2.3.4. Example for Microsoft visual C++

To refer it in VC:

Run Visual C++;

Select menu project, click **add to project** item, then click components and controls

Select Registered ActiveX controls then select AztecEncodeOcx.Ocx

```
#include "AztecEncodeOcx.h"
```

```
CAztecEncodeOcx  objAztec;  
objAztec.EncodedData = "http://www.aipsys.com";  
objAztec. Configuration = -1;  
objAztec.EncodMode = 0;  
objAztec.EncodType = 0;  
objAztec.CorrectinLevel = 23;  
objAztec.PixelSize = 4;  
objAztec.ForeGroundColor = RGB(255,0,0);  
objAztec.Margin = 10;  
objAztec.Encode2ImageFile("c:\\aztec.gif");
```

2.3.5. Example for Borland Delphi

To install it to Delphi:

Run Delphi

Select menu-> component, click Import ActiveX Control item,
Select DataMatrixEncodeOcx ActiveX module when dialog shows,
Install it. You can find the component in the Active Page

Uses

```
... AztecEncodeOcx_TLB;
```

```

objAztec:  TAztecEncodeOcx;
begin
  objAztec.EncodedData := 'http://www.aipsys.com';
  objAztec.PixelSize   := 4;
  objAztec.EncodeMode  := 0;
  objAztec.Configuration := -1;
  objAztec.ConfigType := 0;
  objAztec.CorrectionLevel := 23;
  objAztec.ForeColor   := &HFF00FF
  objAztec.Margin     := 10
  objAztec.Encode2ImageFile('c:\qr.gif');
end;

```

2.4. ASP Control for server side

2.4.1. Properties

2.4.1.1. PreferredConfig

The property set the PreferredConfig of Aztec 0~35, auto configure when value is -1.

short PreferredConfig

2.4.12 . PixelSize

The property set the module width of Aztec barcode

short PixelSize

2.4.15 . EncodeMode

The property set the encoding mode of Aztec barcode

short EncodeMode

2.4.16 . Margin

The property set the margin of Aztec barcode

short **Margin**

2.4.17 . CorrectionLevel

The property set the error correction level of Aztec barcode

short **CorrectionLevel**

2.4.18 . ForeColor

The property set the Foreground color of Aztec barcode

OLE_COLOR **ForeColor**

2.4.19 . BackColor

The property set the Background color of Aztec barcode

OLE_COLOR **BackColor**

2.4.19 . EncodedData

The property set the data to be encoded

BSTR **EncodedData**

2.4.110 . ConfigType

The property set the config type f aztec barcode

int **ConfigType**

2.3.1.11. StructuredAppend

The property set if Aztec is structured append

bool **StructuredAppend**

2.3.1.12. ProcessTilde

The property set if Aztec is process tilde

bool ProcessTilde

2.3.1.13. FileID

The property set file ID of Aztec

BSTR FileID

2.3.1.14. StructuredAppendCounter

The property set the StructuredAppendCounter of Aztec barcode

short StructuredAppendCounter

2.3.1.14. StructuredAppendIndex

The property set the StructuredAppendIndexof Aztec barcode

short StructuredAppendIndex

2.4.2. Methods

2.4.2.1. InitWorkspace

The method InitWorkspace initialize the working environment

BOOL InitWorkspace().

Parameters

none

Return values

If the function succeeds, the return TRUE, otherwise , return FALSE.

2.4.2.2. FreeWorkspace

The method FreeWorkspace destroy the working environment

BOOL FreeWorkspace().

Parameters

none

Return values

If the function succeeds, the return TRUE, otherwise , return FALSE.

2.3.2.3. Encode2File

The method Encode2File encode the data inputed and save the barcode image to file.

boolean Encode2File(BSTR strImageFile);

Parameters

strImageFile

[in] specify the barcode image file to be saved

Return values

If the function succeeds, the return TRUE, otherwise , return FALSE.

2.4.3. Register the ASP server component

Regsvr32 AztecEncodeASP.DLL

2.4.4. Example for ASP

<%

```
set obj = Server.CreateObject("AztecEncodeCOM.EncodeService")
obj.InitWorkspace()
obj.encodeMode= 0           ' Encoding mode
obj.CorrectionLevel = 23
obj..configType = 1
obj.Rune = -1
obj.PixelSize = 4           ' Module size
obj.PreferredConfig = -1
obj.Margin = 5              ' Margin
obj.StructuredAppendCounter = 0;
obj.StructuredAppendIndex = 0;
```

```

obj.ProcessTilde = true;
obj.StructuredAppend = false;
obj.EncodedData= "Http://www.aipsys.com"
obj.Encode2File("C:\1.gif")
obj.FreeWorkspace()
response.Write("<img src='1.gif'>")
response.Write("<br>")

response.Write("Trial Version randomly change element of input * <br>")
%>


















```









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Packages	Trial	Single	Small				
	Dwonload	User	Company Developer	1 Developer	5 Developer	Unlimited Developer	Version
1D Barcode Encode SDK							
Static Library			 \$495	 \$990	 \$2,180	 \$3,099	2.0
Dynamic Library		 \$125	 \$179	 \$379	 \$1,090	 \$2,199	2.0
ActiveX		 \$125	 \$179	 \$379	 \$1,090	 \$2,199	2.0

ASP Component			 \$179	 \$379	 \$1,090	 \$2,199	2.0
QRCode Encode SDK							
Static Library			 \$495	 \$990	 \$2,180	 \$3,099	2.0
Dynamic Library		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ActiveX		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ASP Component			 \$179	 \$379	 \$949	 \$2,199	2.0
DataMatrix Encode SDK							
Static Library			 \$495	 \$990	 \$2,180	 \$3,099	2.0
Dynamic Library		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ActiveX		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ASP Component			 \$179	 \$379	 \$949	 \$2,199	2.0
PDF417 Encode SDK							
Static Library			 \$495	 \$990	 \$2,180	 \$3,099	2.0
Dynamic Library		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ActiveX		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ASP Component			 \$179	 \$379	 \$949	 \$2,199	2.0
Aztec Encode SDK							
Static Library			 \$495	 \$990	 \$2,180	 \$3,099	2.0
Dynamic Library		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ActiveX		 \$125	 \$179	 \$379	 \$949	 \$2,199	2.0
ASP Component			 \$179	 \$379	 \$949	 \$2,199	2.0

4. Affiliate program

You will receive a 10%~40% commission on all orders placed by referrals from your website. More sales higher commissions!


AIPSYS affiliate program allows publishers, resellers, and web site owners to advertise AIPSYS.com products to their users and visitors, and earn 30%. Signup is simple and free, and you can spread the word about these fine products and earn commissions in the process.

What You Can Earn

AIPSYS products range in price from \$49.95 to \$4000. Many users buy multiple products at a time, and since many users also order additional voices at the time of purchase, the average order size is over \$100 per order. You will earn 30% on each order you enable through your advertising of AIPSYS.com Products. Our experience suggests that focused target audiences lead to higher sales, with many customers buying up front, and 1% to 3% of downloaders will purchase.

Step by step instruction

Becoming a AIPSYS.com Affiliate is quick and easy. Our affiliate program is managed by Shareit, the established leader in software affiliate programs.

- ☐ To Get Started, simply click  Sign Up as a Shareit affiliate.
- ☐ Complete the form, read the agreement and FAQ;
- ☐ Share*it will check your entry, send us confirmation of your application and, subject to final review, we will activate your affiliate account
- ☐ We'll send you an e-mail containing your affiliate ID – the ID is used on your site to inform Share*it that the order is coming from your affiliate account, e.g. <http://www.shareit.com/product.html?cart=1&productid=YYYYYY&languageid=1&affiliateid=XXXXXX> (XXXXXX should be changed to your ID, YYYYYY should be product id you affiliate, you can select from the table below);
- ☐ You can combine this link on your site with the logo from our site
- ☐ Please note that you or your customers can choose from 1, 2 or even 3 years support contracts, and up to 99 licenses can be purchased online (prices are available after clicking on "Display volume discount prices" button).
- ☐ When the affiliate relationship is established, you will get an affiliate link. Any sales originating from your link will be credited to you, and you will receive the 10~40% commission. Please note currently we will grant 20% commission rate for new affiliates at ShareIt in order to avoid fraud and chargeback. But we are more than happy to increase your commission rate. Please contact us via sales@aipsys.com directly.

PRODUCT ID TABLE						
Packages	Single User	Small Company	1 Developer	5 Developer	Unlimited Developer	Version

		Developer				
1D Barcode Encode SDK						
Static Library		300222295	300222296	300222297	300222298	2.0
Dynamic Library	300222332	300222333	300222334	300222335	300222336	2.0
ActiveX	300222367	300222368	300222369	300222370	300222371	2.0
ASP Component		300222388	300222389	300222390	300222391	2.0
QRCode Encode SDK						
Static Library		300222413	300222284	300222285	300222286	2.0
Dynamic Library	300222309	300222312	300222314	300222317	300222320	2.0
ActiveX	300222343	300222344	300222347	300222350	300222355	2.0
ASP Component		300222376	300222377	300222377	300222379	2.0
DataMatrix Encode SDK						
Static Library		300222291	300222292	300222293	300222294	2.0
Dynamic Library	300222321	300222322	300222324	300222325	300222326	2.0
ActiveX	300222357	300222358	300222359	300222360	300222361	2.0
ASP Component		300222380	300222381	300222382	300222383	2.0
PDF417 Encode SDK						
Static Library		300222280	300222281	300222282	300222283	2.0
Dynamic Library	300222299	300222300	300222301	300222303	300222305	2.0
ActiveX	300222337	300222338	300222339	300222340	300222341	2.0
ASP Component		300222372	300222373	300222374	300222375	2.0
Aztec Encode SDK						
Static Library		300222288	300222414	300222289	300222290	2.0
Dynamic Library	300222323	300222327	300222329	300222330	300222331	2.0
ActiveX	300222362	300222363	300222364	300222365	300222366	2.0
ASP Component		300222384	300222385	300222386	300222387	2.0

5. Support Information

Sales information

If you purchase online please check the Current versions list to ensure you have the latest version. The latest versions are those available on the downloads menu above.

Before you buy, you can [download it for evaluation](#), To buy it please refer [price list](#) and place an order, price in other currency shown in order form.

Having other question or requirement about sale, please contact [sales service](#).

Having some technical question or new requirement, please contact our [technical support service](#).

Barcode resources reference information

Introduction to [common barcode types](#)

[RSS barcodes renamed GS1-DataBar](#)

[Recommended sizes for barcodes](#)

Barcode specifications & Standards

- [American National Standards Institute](#)
- [Automatic Identification Manufacturer's Association](#)
- [Automotive Industry Action Group](#)
- [British Standards Institution](#) (BSI)
- [GS1](#) (formerly EAN International)
- [GS1 UK](#) (formerly the e-Centre)
- [GS1 US](#) (formerly UCC - Uniform Code Council)
- [Health Industry Barcode Standards](#)
- [ISO - International Standards Organisation](#)

6. Product Information Link

. [Aztec encoder SDK](#)

. [PDF417 encoder SDK](#)

. [DataMatrix encoder SDK](#)

. [Aztec encoder SDK](#)

. [Linear 1D barcode encoder SDK](#)