

SCANDIT

Scandit SDK 4.16

New Features/Performance Improvements

- Improved speed and accuracy of barcode localization for all 1d and 2d symbologies. In addition to these symbology-independent improvements, 1d barcodes with a very large height to width aspect ratio are localized much more reliably. Moreover, the localization of MicroPDF417 codes has been improved as well. MicroPDF417 codes are used as part of GS1 composite codes A and B. As a result, these composite codes can now be scanned much more quickly.
- Added support for two postal code symbologies: RM4SCC (Royal Mail 4 State Customer Code) and KIX (Klant Index).
- Added a unified Xamarin API suitable to be used together with Xamarin Forms. By using this API, the same code can be used for platforms targeting iOS, Android.

Bug Fixes/Software Updates in Scandit SDK 4.16.1 (September 13th, 2016)

All SDKs

- Accept Code39 inter symbol gaps that are up to 6 units wide.
- Allow more than six codes per frame to be scanned.
- Add support for scanning PDF417 and MicroPDF417 codes with the scan case (iOS, Phonegap iOS and Xamarin iOS).

Low-Level API/Linux

- Add functionality to retrieve software license strings.

Android

- Improve auto-focus performance for Moto G4 and Moto G4 plus.
- Improve auto-focus performance for Galaxy Note 5.

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Bug Fixes/Software Updates in Scandit SDK 4.16.0 (31st of August 2016)

All SDKs

- New unified SDK build type that can be customized through the license key.
- Fixed partial code reads of blurry Code39 codes.
- Fixed an issue that caused the new code rejection feature to fail when the session was cleared in the didScan callback.
- Picker API's: PDF417 codes are now affected by the scanning area height, even if the scanning area height is very small. Previously, the scanning area height would only affect the area in which PDF417 codes are scanned if it was larger than 0.1.

Android

- Fix auto-focus issues with Nexus 4.
- Fix issue that caused the process frame listener not to be called under certain circumstances.
- Fix a potential race condition in setting/reading the license key from different threads.

iOS

- Add `resumeScanningWithCompletionHandler:`, `pauseScanningWithCompletionHandler:` which accept a block to be invoked when the asynchronous operation finishes.
- Use lightweight generics for all public methods and properties that use NSSet, NSDictionary and NSArray. For example, the newlyRecognizedCodes array of SBSScanSession is now marked to only contain SBSCode instances. This is a breaking change for Swift: Code that was previously checking the type no longer has to do so.
- Cleanup layout of the extended sample app.

Linux

- Enabled GPU support for Linux x86 and x86_64.
- Added a function to get the currently enabled extensions for a particular symbology.

Windows

- Fixed race-condition in the initialization of the barcode picker that caused a crash.
- Fixed issue that caused camera initialization to fail on devices with the latest Windows 10 installed.

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- Add support for using the barcode scanner SDK with Microsoft HoloLens

Cordova/Phonegap

- The barcode scanner plugin now includes a NSCameraUsageDescription. This is required when targeting iOS 10 and newer, as otherwise the camera requests fail at runtime.
- Fix an issue in the extended sample app that caused the continue button to be shown when it shouldn't, e.g. when pressing the home tab button when already on the home tab.
- Fix issue with turning on the torch programmatically before or immediately after calling startScanning.

Xamarin

- Added NuGet package support.
- Added Scan Case API.