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# 1 Introduction

MW6 Aztec .NET CF package has three 100% managed code libraries for Pocket PC, Windows CE and Smartphone platforms, the libraries can generate Aztec format pattern data and your applications can use this pattern data to render Aztec barcode onto any device.

Aztec is designed to pack a lot of information in a very small space, it is capable of encoding 1914 bytes, 3067 alphanumeric characters, or 3832 numeric digits.

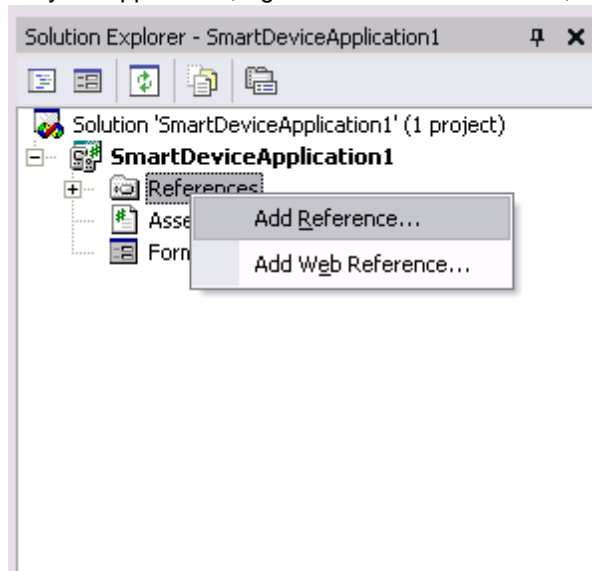
## 2 Installation

### 2.1 Trial Version

1. The trial version Aztec .NET CF libraries append "MW6 Demo" to the string encoded with the Aztec format.
2. After the installation for the trial version is finished, depending on your application platform, copy corresponding Aztec .NET CF library file in VB.NET or C# demo sub folder of the destination folder (e.g. "C:\Program Files\MW6 .NET CF\Aztec\Platform\_Name") to your project folder.

Platform Name	Library Name
Pocket PC	MW6.AztecPC.dll
Windows CE	MW6.AztecCE.dll
Smartphone	MW6.AztecSP.dll

3. In "Solution Explorer" for your application, right-click on "References", click on "Add Reference".



4. In "Add Reference" dialog, click on "Browse", locate Aztec .NET CF library file for your platform, click on "Open" to return to "Add Reference" dialog, click on "OK". If a message box ("The reference MW6.AztecXX.DLL may or may not be valid for the active platform...") pops up, click on "OK" and continue.
  5. Add Aztec .NET CF library related code to your application.
-

## 2.2 Full Version

1. Uninstall the trial version Aztec .NET CF package if applicable.
2. Complete the installation for the full version Aztec .NET CF package, depending on your application platform, copy corresponding Aztec .NET CF library file in VB.NET or C# demo sub project of the destination folder (e.g. "C:\Program Files\MW6 .NET CF\Aztec\Platform\_Name") to your project folder to replace the trial version library file.

## 3 Reference Guide

### 3.1 Properties

#### 3.1.1 CorrectionLevel Property

Gets or sets the percentage of errors which can be recovered.

[Visual Basic .NET]

```
Public Property CorrectionLevel As Integer
```

[C#]

```
public int CorrectionLevel {get; set;}
```

#### Remarks

The recommended value is 23 percent, the valid value should be between 5 percent and 95 percent.

#### 3.1.2 Data Property

Gets or sets the message to encode with Aztec .NET CF library.

[Visual Basic .NET]

```
Public Property Data As String
```

[C#]

```
public string Data {get; set;}
```

#### Remarks

The default value is "12".

#### 3.1.3 HandleTilde Property

Gets or sets a boolean flag indicating whether to process the tilde character "~" or not.

[Visual Basic .NET]

```
Public Property HandleTilde As Boolean
```

```
[C#]  
public bool HandleTilde {get; set;}
```

#### Remarks

If this property is set to TRUE, non-printable characters can be passed to Aztec .NET CF library by using the tilde character, "~dNNN" represents the ASCII character encoded by the 3 digits NNN, for example, "~d010" represents the character LF (line feed).

### 3.1.4 Mode Property

Gets or sets the encoding mode of the Aztec barcode.

```
[Visual Basic .NET]  
Public Property Mode As enumMode
```

```
[C#]  
public enumMode Mode {get; set;}
```

### 3.1.5 PreferredFormat Property

Gets or sets the format of the Aztec barcode.

```
[Visual Basic .NET]  
Public Property PreferredFormat As enumPreferredFormat
```

```
[C#]  
public enumPreferredFormat PreferredFormat {get; set;}
```

#### Remarks

If you set PreferredFormat to pfAuto (Auto format), our Aztec .NET CF libraries will automatically choose an appropriate format with enough data capacity to encode the string.

If you set PreferredFormat to other values and the data capacity of the selected format is not big enough to encode the string, our Aztec .NET CF libraries will also automatically choose an appropriate format with bigger data capacity to encode the string.

## 3.2 Methods

### 3.2.1 GetPatternData Method

Gets the Aztec barcode pattern matrix data.

```
[Visual Basic .NET]  
Public Function GetPatternData(ByRef Buffer() As Char, _
```

---



ByVal SymbolCount As Integer)

```
[C#]
public void SetStructuredAppend(bool AllowSA,
                               int SymbolID,
                               int SymbolCount);
```

### Parameters

*AllowSA*

Indicates whether the structured append is allowed in the current Aztec barcode, if this is FALSE, the parameters *SymbolID* and *SymbolCount* are irrelevant.

*SymbolID*

Specifies which symbol this is in a sequence, the parameter must be between 1 and *SymbolCount*.

*SymbolCount*

Specifies the total number of symbols in the sequence, the maximum value is 26, which means that up to 26 symbols can be linked together using the structured append protocol.

### Remarks

Don't call this method if you don't need the structured append feature.

## 3.3 Enumerations

### 3.3.1 Mode Enumeration

An enumeration type for all possible encoding mode values.

#### Members

Name	Comment
mdAuto	Auto mode for mainly encoding ASCII characters (0-127)
mdBinary	Binary mode for encoding bytes of data

### 3.3.2 PreferredFormat Enumeration

An enumeration type for all possible preferred format values.

#### Members

Name	Description	Capacity (in digits)	Capacity (in alphanumeric characters)	Capacity (in bytes)
pfAuto	Auto format			
pf15X15_Compact	15 X 15 compact format	13	12	6
pf19X19	19 X 19	18	15	8
pf19X19_Compact	19 X 19 compact format	40	33	19

pf23X23	23 X 23	49	40	24
pf23X23_Compact	23 X 23 compact format	70	57	33
pf27X27	27 X 27	84	68	40
pf27X27_Compact	27 X 27 compact format	110	89	53
pf31X31	31 X 31	128	104	62
pf37X37	37 X 37	178	144	87
pf41X41	41 X 41	232	187	114
pf45X45	45 X 45	294	236	145
pf49X49	49 X 49	362	291	179
pf53X53	53 X 53	433	348	214
pf57X57	57 X 57	516	414	256
pf61X61	61 X 61	601	482	298
pf67X67	67 X 67	691	554	343
pf71X71	71 X 71	793	636	394
pf75X75	75 X 75	896	718	446
pf79X79	79 X 79	1008	808	502
pf83X83	83 X 83	1123	900	559
pf87X87	87 X 87	1246	998	621
pf91X91	91 X 91	1378	1104	687
pf95X95	95 X 95	1511	1210	753
pf101X101	101 X 101	1653	1324	824
pf105X105	105 X 105	1801	1442	898
pf109X109	109 X 109	1956	1566	976
pf113X113	113 X 113	2116	1694	1056
pf117X117	117 X 117	2281	1826	1138
pf121X121	121 X 121	2452	1963	1224
pf125X125	125 X 125	2632	2107	1314
pf131X131	131 X 131	2818	2256	1407
pf135X135	135 X 135	3007	2407	1501
pf139X139	139 X 139	3205	2565	1600
pf143X143	143 X 143	3409	2728	1702
pf147X147	147 X 147	3616	2894	1806
pf151X151	151 X 151	3832	3067	1914

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