12 Dec 2023

MLKIT Barcode/QR Scanner

VERSION: 2.0.0

# **Overview**

The MLKit Barcode/QR Code Scanner component can scan and decode barcodes. Under the hood, the component contains NFIs that use the Google MLKit Barcode API. The component also supports continuous scanning.

## **Use case:**

1. An event organizer app, where a user needs to continuously scan barcodes on passes and allow entry to the attendees.

2. A calendar app that adds events to a user's calendar using the QR Code of the event

## **Percentage of re-use:**

95%

## **Features**

1. The component utilizes Google MLKit Barcode SDK for decoding barcodes and QR codes.
2. It supports the following Barcode types:

Android:(<https://developers.google.com/android/reference/com/google/mlkit/vision/barcode/Barcode>)

iOS:( <https://developers.google.com/ml-kit/reference/ios/mlkitbarcodescanning/api/reference/Enums/MLKBarcodeFormat> )

# **Getting Started**

## **A. Prerequisites**

Before you start using the Google MLKit Barcode /QR code Scanner component, ensure the following:

• [HCL Foundry](https://manage.hclvoltmx.com/)

• Volt MX Iris

## **Platforms Supported**

#### Mobile

##### iOS

##### Android

#### Tablets

## **Importing the app**

## You can import the Forge components only into the apps that are of the Reference Architecture type.

## **To import the Google MLKit Barcode/QR code Scanner component, do the following:**

## Open your app project in Volt MX Iris.

* 1. In the Project Explorer, click the **Templates** tab.

Graphical user interface, text, application

Description automatically generated

* 1. Right-click **Components**, and then select **Import Component**. The **Import Component** dialog box appears.

Graphical user interface, text, application, Teams

Description automatically generated

* 1. Click **Browse** to navigate to the location of the component, select the component, and then click **Import**. The component and its associated widgets and modules are added to your project.

## 

Once you have imported a component to your project, you can easily add the component to a form. For more information, refer [Add a Component to a Form](https://opensource.hcltechsw.com/volt-mx-docs/docs/documentation/Iris/iris_user_guide/Content/C_UsingComponents.html" \l "add-a-component-to-a-form)

## **Building and previewing the app**

After performing all the above steps, you can build your app and run it on your device. For more information, you can refer to the [Building and Viewing an Application](https://opensource.hcltechsw.com/volt-mx-docs/docs/documentation/Iris/iris_user_guide/Content/Cloud_Build_in_VoltMX_Iris.html#cloud) section of the Volt MX User Guide.

You can then run your app to see the Barcode/QR code Scanner work in real time.

# **References**

## **Dynamic Usage**

You can also add**Google MLKit Barcode/QR code Scanner** component dynamically. To do so,

1. In the **Project Explorer**, on the **Projects** tab, click **Controllers** section to access the respective **Form Controller**. Create a method and implement the code snippet similar to the sample code mentioned below.



/\* Creating Google MLKit Barcode/QR code Scanner component instance \*/

var MLKitBCScanner = new com.technohub.MLKitBCScanner ({

"height": "100%",

"id": "MLKitBCScanner",

"isVisible": true,

"left": "0dp",

"masterType": constants.MASTER\_TYPE\_USERWIDGET,

"isModalContainer": false,

"skin": "slFbox",

"top": "0dp",

"width": "100%",

"zIndex": 1,

"overrides": {

"MLKitBCScanner": {

"right": "viz.val\_cleared",

"bottom": "viz.val\_cleared",

"minWidth": "viz.val\_cleared",

"minHeight": "viz.val\_cleared",

"maxWidth": "viz.val\_cleared",

"maxHeight": "viz.val\_cleared",

"centerX": "viz.val\_cleared",

"centerY": "viz.val\_cleared"

}

}

}, {

"overrides": {}

}, {

"overrides": {}

});

/\*Adding the Google MLKit Barcode/QR code Scanner component to a Form\*/

this.view.add(MLKitBCScanner);

if(this.\_isiOS) {

this.view.MLKitBCScanner.codeFormats = [this.MLKBarcodeFormatAll, this.MLKBarcodeFormatQRCode];

}

else if(this.\_isAndroid) {

this.view.MLKitBCScanner.codeFormats = [this.FORMAT\_ALL\_FORMATS, this.FORMAT\_QR\_CODE];

}

this.view.MLKitBCScanner.addResultCallback(this.callback);

},

callback: function(data) {

if(data.error.length !== 0) {

voltmx.print("Error while scanning the codes");

alert("Error while scanning the codes");

return;

}else{

var result = delete data.error;

alert(JSON.stringify(data));

}

this.view.MLKitBCScanner.stopSession();

},

In the code snippet, you can edit the properties of the component as per your requirement. For more information, see Setting Properties.

2. **Save** the file.

**Configuring Native Settings (iOS)**

To configure the native settings for iOS, follow these steps:

1. From the **Project** explorer, go to **Assets** and expand **Media**.
2. Right-click **Common**, and then select **Resource Location**. Volt MX Iris opens the common resources folder in a file explorer.  
   Graphical user interface, text

   Description automatically generated
3. Open the **infoplist\_configuration.json** file with a text or code editor.
4. At the end of the file, type the following code. You can change the description based on your preference.

"NSCameraUsageDescription”: "Your Description"

Text

Description automatically generated with medium confidence

1. **Save** the file.

**Configuring Deployment Target**

1. From the left navigation menu, click **Project Settings**.
2. In the **Project Settings** window, go to **Native** → **iPhone/iPad**.
3. Under **Target Versions**, from the **iOS Version** list, select **11.0** or higher.

After you configure the native settings, you can Build and Run your app to see the Google MLKit Barcode/QR Code Scanner component work in real time.

**Configuring Native Settings (Android)**

To configure the native settings for Android, follow these steps:

1. From the left navigation menu, click **Project Settings**.
2. In the Project Settings window, go to **Native** → **Android Mobile/Tablet**.
3. Set the **CAMERA** permission to **true**.

To set a permission to **true**, select the permission from the left panel, and then click **Add >**.  
Graphical user interface, application

Description automatically generated

4. Switch to the **Gradle Entries** tab.

1. Add below Camera permission flag at Project Settings/Android Mobile/Tablet/Manifest Permissions, Tags and Gradle Build Entries/Tags/Child tag entries under <manifest> tag/

<uses-feature android:name="android.hardware.camera.any" />

1. In the **build.gradle entries to Suffix** box, type the given code based on the version of the component.

dependencies {

// CameraX

implementation "androidx.camera:camera-camera2:1.0.0-beta11"

implementation "androidx.camera:camera-lifecycle:1.0.0-beta11"

implementation "androidx.camera:camera-view:1.0.0-alpha18"

// MLKit

implementation 'com.google.mlkit:barcode-scanning:16.0.3'

implementation 'org.jetbrains:annotations:15.0'

// used for 32 bit support

android { defaultConfig { renderscriptSupportModeEnabled false}}}

**NOTE:**

* If you do not add the gradle entries to your project, the app crashes.
* You can update the **Play Services** version in the later builds of your app.

After you configure the native settings, you can Build and Run your app to see the Barcode/QR Code Scanner component work in real time.

**General Properties**

**1. Code Formats (codeFormats)**

|  |  |
| --- | --- |
| **Description:** | Specifies the code formats to allow. |
| **Syntax**: | codeFormats |
| **Type:** | Array of Constants |
| **Read/Write:** | Read + Write |
| **Example:** | if(this.\_isiOS) {  this. view. MLKitBCScanner.codeFormats = [this.MLKBarcodeFormatAll, this. MLKBarcodeFormatQRCode];  }  else if(this.\_isAndroid) {  this. view. MLKitBCScanner.codeFormats = [this. FORMAT\_ALL\_FORMATS, this. FORMAT\_QR\_CODE];  } |
| **Remarks:** | * On Iris, you can set this property from a drop-down list. * The default value for the property is NA. |
| **Values:** | Android:(<https://developers.google.com/android/reference/com/google/mlkit/vision/barcode/Barcode>)  iOS:( <https://developers.google.com/ml-kit/reference/ios/mlkitbarcodescanning/api/reference/Enums/MLKBarcodeFormat> ) |

## **APIs**

### **stopSession**

|  |  |
| --- | --- |
| **Description:** | Stops the scanning. |
| **Syntax:** | stopSession () |
| **Parameters:** | None |
| **Return Value:** | None |
| **Remarks:** | Call this API after successful scan to avoid the continues scan.  And call this API when app moves to background. |
| **Example:** | this.view.MLKitBCScanner.stopSession(); |

### **restartSession**

|  |  |
| --- | --- |
| **Description:** | Restarts the stopped scanning. |
| **Syntax:** | restartSession () |
| **Parameters:** | None |
| **Return Value:** | None |
| **Remarks:** | Call this API restart the scan after the stopSession() invocation.  And In case session stopped on the background. call this API when app moves to foreground to resume the scanning. |
| **Example:** | this.view.MLKitBCScanner.restartSession (); |

### **enableFlash**

|  |
| --- |
| **Description: Turns on/off the device flashlight** |
| **Syntax:** enableFlash() |
| **Parameters:** None |
| **Return Value:** None |
| **Remarks:** Call this API to turn on the flashlight |
| **Example:** this.view.MLKitScanner.enableFlash(); |
| **zoomIn**  |  |  | | --- | --- | | **Description:** | Increase zoom by 1 step. | | **Syntax:** | zoomIn() | | **Parameters:** | None | | **Return Value:** | None | | **Remarks:** | Call this API to Zoom In | | **Example:** | this.view.MLKitBCScanner.zoomIn(); | |  |
| **zoomOut**  |  |  | | --- | --- | | **Description:** | decrease zoom by 1 step. | | **Syntax:** | zoomOut() | | **Parameters:** | None | | **Return Value:** | None | | **Remarks:** | Call this API to Zoom Out | | **Example:** | this.view.MLKitBCScanner.zoomOut(); | | |  |
|  |  |
| **isFlashSupports**  |  |  | | --- | --- | | **Description:** | Returns status about the Flashlight support in the device. | | **Syntax:** | isFlashSupports() | | **Parameters:** | None | | **Return Value:** | Boolean: True/False | | **Remarks:** | Call this API to get the Flashlight support status | | **Example:** | this.view.MLKitBCScanner.isFlashSuuports(); | | | |  |
|  |  |
| **isCameraPermissionAllowed**  |  |  | | --- | --- | | **Description:** | Returns status about the Camera permissions allowed or not. | | **Syntax:** | isCameraPermissionAllowed () | | **Parameters:** | None | | **Return Value:** | Boolean: True/False | | **Remarks:** | Call this API to get the Camera Permissions status | | **Example:** | this.view.MLKitBCScanner.isCameraPermissionAllowed (); | |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **setupCustomRectOfInterest**  |  |  | | --- | --- | | **Description:** | Adds the Rectangle/Square image on top of the Camera Screen. | | **Syntax:** | setupCustomRectOfInterest (frame, image) | | **Parameters:** | frame; is array of integers with the defined index[centerx, centery, width, height]Image; Parameter is for rectangle/Square image which should place in resources/mobile/native/iphone/mainbundle for iOS, resources/mobile/native/android/Drawable folders for Android passingempty parameter will take default image. | | **Return Value:** | None | | **Remarks:** | Call this API to add Rectangle/Square image on top of the Camera. And it should be  Called every time when session restarts. And this function must be invoked after  The component initialization completion callback; addInitCompleteCallback. | | **Example:** | this.view.MLKitBCScanner. setupCustomRectOfInterest([0, 0, 250, 250], ""); | |  |

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **removeRectofInterest**  |  |  | | --- | --- | | **Description:** | Removes the added Rectangle/Square image from the Camera Screen. | | **Syntax:** | removeRectofInterest () | | **Parameters:** | None | | **Return Value:** | None | | **Remarks:** | Call this API to remove added Rectangle/Square image from the Camera.  And it should be called every time in the result Callback to remove from the screen  After successful scan. | | **Example:** | this.view.MLKitBCScanner.removeRectofInterest (); | |  |

### **startSession**

|  |  |
| --- | --- |
| **Description:** | Starts the scanning. |
| **Syntax:** | startSession () |
| **Parameters:** | None |
| **Return Value:** | None |
| **Remarks:** | Call this API to do scan.  And call this API when app moves to background. |
| **Example:** | this.view.MLKitBCScanner.startSession(); |

### **xi. setupRectOfInterest**

|  |  |
| --- | --- |
| **Description:** | Adds the Rectangle image from the Camera Screen. |
| **Syntax**: | setupRectOfInterest () |
| **Parameters**: | None |
| **Return Value:** | None |
|  |  |
| **Example:** | this.view.MLKitBCScanner.setupRectOfInterest (); |

### **xii. setupSquareOfInterest**

|  |  |
| --- | --- |
| **Description:** | Adds the Square image from the Camera Screen. |
| **Syntax**: | setupSquareOfInterest () |
| **Parameters**: | None |
| **Return Value:** | None |
|  |  |
| **Example:** | this.view.MLKitBCScanner.setupRectOfInterest (); |

## **Events**

### **1. addResultCallback**

|  |  |
| --- | --- |
| **Description:** | Invoked after the component scans and decodes a barcode or a QR code. |
| **Syntax**: | addResultCallback |
| **Parameters**: | data[JSON] : The data that is decoded from the barcode or QR code. |
| **Remarks:** | If you want the camera to scan codes continuously, do not call the stopSession() in addResultCallback. |
| **Example:** | onNavigate: function(context) {  this.view.MLKitBCScanner.addResultCallback(this.callback);  },  callback: function(data) {  if(data.error.length !== 0) {  voltmx.print("Error while scanning the codes");  alert("Error while scanning the codes");  return;  } else{  var result = delete data.error;  alert(JSON.stringify(data));  }  this.view.MLKitBCScanner.stopSession();  }, |

### **2.** **addInitCompleteCallback**

|  |  |
| --- | --- |
| **Description:** | Invoked after the component completes the initialization. This addInitCompleteCallback should be invoked in onNavigate function. |
| **Syntax**: | addInitCompleteCallback |
| **Parameters**: | function(): a call back function |
| **Remarks:** | setupCustomRectOfInterest invocation must be in this callback only. |
| **Example:** | onNavigate: function(context) {  this.view.MLKitBCScanner. addInitCompleteCallback (this.initComplete);  },  initComplete: function() {  // first time adding the square of intrest after scan initialization completes.  // First Parameter is for the rectangle frame: array indexes are respected following: 0-center x, 1-center y, 2-width, 3-height  // Second Parameter is for rectangle image which should place in resources/mobile/native/iphone/mainbundle for iOS, resources/mobile/native/android/Drawable folders for Android passing empty parameter will take default image from the NFI.  this.view.MLKitBCScanner.setupCustomRectOfInterest([0, 0, 250, 250], "");    // Hide/Unhide flash button based on the flash light support  this.view.btnFlash.setVisibility(this.view.MLKitBCScanner.isFlashSupports() && this.view.MLKitBCScanner.isCameraPermissionAllowed());  }, |

# **REVISION HISTORY**

Asset version 2.0.0:

## **Limitations**

1. Landscape mode is not supported.

2. This component supports only 64-bit devices

**B. Known Issue**

-N.A.-