

AsReader

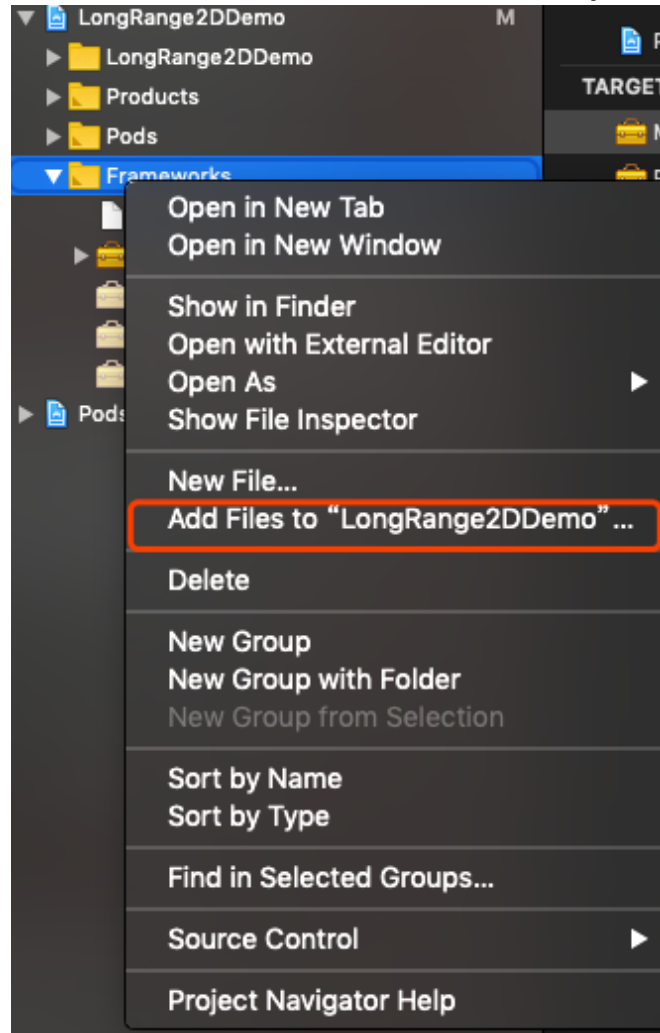
ASR-R202G iOS Demo

ASR-R202G iOS Demo App Coding Guide

1. Create Project

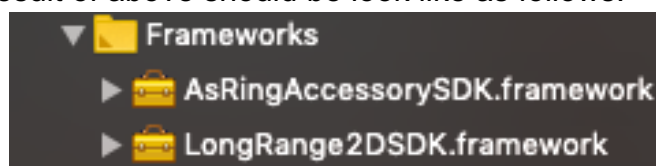
1.1 Import SDKs

1.1.1. Choose “Add File to...” to add SDK files to Project.



1.1.2. Select both AsRing and LongRange2D SDK, make sure “Copy items if needed” selected, click “Add” to add SDKs.

1.1.3 The result of above should be look like as follows:



1.2 Config the plist file

Add this item in Info.plist: Supported external accessory protocols
Set the value to: jp.co.asx.asring.plus

2. Start Coding

2.1 Import header.

Import the header of "LongRange2DSDK.h" in where you use.

```
#import <LongRange2DSDK/LongRange2DSDK.h>
```

2.2 Generate LongRange2DManager instance.

Generate and get LongRange2DManager by method of Singleton.

```
_longRange2DManager = [LongRange2DManager  
sharedLongRange2DManager];
```

2.3 Implements LongRange2DManagerDelegate.

The class that needs to call the delegate function needs to follow the <LongRange2DManagerDelegate> protocol to implement the corresponding delegate function.

```
@interface BarcodeDemoViewController  
<LongRange2DManagerDelegate>
```

2.4 Set delegate.

Set delegate in where you need receive callback
- from "LongRange2DManager".

We recommend do set delegate in "viewWillAppear".

```
- (void)viewWillAppear:(BOOL)animated {  
    [super viewWillAppear:animated];  
    [_longRange2DManager setDelegate:self];  
}
```

Set "nil" to "delegate" in case of screen transition or transition
- to BackGround.

We recommend do set delegate in "viewWillDisappear".

```
- (void)viewWillDisappear:(BOOL)animated {
    [super viewWillDisappear:animated];
    [_longRange2DManager setDelegate:nil];
}
```

2.5 Connection with ASR-R202G.

Can confirm connect status of "ASR-R202G" by delegate method
- "LongRange2DConnected".

If the connection is connected, the value of argument "isConnected"
- is "YES" else that argument has a value of "NO".

```
- (void)LongRange2DConnected:(BOOL)isConnected {
    NSLog(@"%s", __PRETTY_FUNCTION__);
    dispatch_async(dispatch_get_main_queue(), ^{
        if (isConnected) {
            [self reloadUI];
        }else{
            NSLog(@"Loading Hide...");
            [self disableAllUIs];
            [LongRange2DManager dismissGlobalHUD];
        }
    });
}
```

3.Scan Barcode

3.1 Start to scan.

```
[longRange2DManager startScan];
```

3.2 Stop to scan.

```
[longRange2DManager stopScan];
```

3.3 Receive the scanned barcode data.

Can receive scanned barcode data in delegate method "detect Barcode"
- after called "startScan" function.

Receive as a NSString.

```
- (void)receivedBarcodeString:(NSString *)barcodeString  
barcodeType:(BarcodeType)barcodeType;
```

Receive as a NSData.

```
- (void)receivedBarcodeData:(NSData *)barcodeData  
barcodeType:(BarcodeType)barcodeType;
```