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How to get barcode to memory buffer in C++ with ByteScout Barcode SDK

The tutorial below will demonstrate how to get barcode to memory buffer in C++

This sample source code below will demonstrate you how to get barcode to memory buffer in C++. ByteScout Barcode SDK is the robust library (Software Development Kit) that is designed for automatic generation of high-quality barcodes for printing, electronic documents and pdf. All popular barcode types are supported from Code 39 and Code 129 to QR Code, UPC, GS1, GS-128, Datamatrix, PDF417, Maxicode and many others. Provides support for full customization of fonts, colors, output and printing sizes. Special tools are included to verify output quality and printing quality. Can add generated barcode into new or existing documents, images and PDF and you can use it to get barcode to memory buffer with C++.

Fast application programming interfaces of ByteScout Barcode SDK for C++ plus the instruction and the code below will help you quickly learn how to get barcode to memory buffer. Just copy and paste the code into your C++ application's code and follow the instruction. This basic programming language sample code for C++ will do the whole work for you to get barcode to memory buffer.

Free trial version of ByteScout Barcode SDK is available on our website. Documentation and source code samples are included.

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Source Code Files:

BarcodeGenerationExample.cpp

```
#include "stdafx.h"
#include <atlsafe.h> // For ATL::CComSafeArray

#import "Bytescout.BarCode.tlb" raw_interfaces_only

using namespace Bytescout_BarCode;

int _tmain(int argc, _TCHAR* argv[])
{
    // Initialize COM.
    HRESULT hr = CoInitialize(NULL);

    // Create the interface pointer.
    IBarcodePtr pIBarcode(__uuidof(Barcode));

    // set the registration name and key
    BSTR regname = ::SysAllocString(L"DEMO");
    pIBarcode->put_RegistrationName(regname);
    ::SysFreeString(regname);

    BSTR regkey = ::SysAllocString(L"DEMO");
    pIBarcode->put_RegistrationKey(regkey);
    ::SysFreeString(regkey);

    // Set barcode type (symbology)
    pIBarcode->put_Symbology(SymbologyType_Code128);

    // Set barcode value
    BSTR value = ::SysAllocString(L"Abc123");
    pIBarcode->put_Value(value);
    ::SysFreeString(value);

    // Get barcode image bytes.
    SAFEARRAY* pSafeArray;
    pIBarcode->GetImageBytesPNG(&pSafeArray);

    // Convert SAFEARRAY to byte array
    CComSafeArray<BYTE> safeArray;
    safeArray.Attach(pSafeArray);
    UINT count = safeArray.GetCount();
    BYTE* bytes = new BYTE[count];
    for (ULONG i = 0; i < count; i++)
        bytes[i] = safeArray.GetAt(i);

    // Check result by saving image bytes to file
    FILE* pFile;
    fopen_s(&pFile, "result.png", "wb");
    fwrite(bytes, 1, count, pFile);
    fclose(pFile);

    delete[] bytes;
    pIBarcode->Release();
```

```
// Uninitialize COM.  
CoUninitialize();  
  
    return 0;  
}
```

BarcodeGenerationExample.sln

```
Microsoft Visual Studio Solution File, Format Version 12.00  
# Visual Studio 2013  
VisualStudioVersion = 12.0.40629.0  
MinimumVisualStudioVersion = 10.0.40219.1  
Project("{8BC9CEB8-8B4A-11D0-8D11-00A0C91BC942}") = "BarcodeGenerationExample", "BarcodeGenerationExample", {8BC9CEB8-8B4A-11D0-8D11-00A0C91BC942}  
EndProject  
Global  
    GlobalSection(SolutionConfigurationPlatforms) = preSolution  
        Debug|Win32 = Debug|Win32  
        Release|Win32 = Release|Win32  
    EndGlobalSection  
    GlobalSection(ProjectConfigurationPlatforms) = postSolution  
        {7197580A-6CCC-4581-BD61-9028B6A0578E}.Debug|Win32.ActiveCfg = Debug|Win32  
        {7197580A-6CCC-4581-BD61-9028B6A0578E}.Debug|Win32.Build.0 = Debug|Win32  
        {7197580A-6CCC-4581-BD61-9028B6A0578E}.Release|Win32.ActiveCfg = Release|Win32  
        {7197580A-6CCC-4581-BD61-9028B6A0578E}.Release|Win32.Build.0 = Release|Win32  
    EndGlobalSection  
    GlobalSection(SolutionProperties) = preSolution  
        HideSolutionNode = FALSE  
    EndGlobalSection  
EndGlobal
```

stdafx.cpp

```
// stdafx.cpp : source file that includes just the standard includes  
// BarcodeGenerationExample.pch will be the pre-compiled header  
// stdafx.obj will contain the pre-compiled type information  
  
#include "stdafx.h"
```

```
// TODO: reference any additional headers you need in STDAFX.H  
// and not in this file
```

stdafx.h

```
// stdafx.h : include file for standard system include files,  
// or project specific include files that are used frequently, but  
// are changed infrequently  
  
#pragma once  
  
#include "targetver.h"  
  
#include <stdio.h>  
#include <tchar.h>  
  
// TODO: reference additional headers your program requires here
```

targetver.h

```
#pragma once  
  
// Including SDKDDKVer.h defines the highest available Windows platform.  
  
// If you wish to build your application for a previous Windows platform, include WinSD  
// set the _WIN32_WINNT macro to the platform you wish to support before including SDKD  
  
#include <SDKDDKVer.h>
```

VIDEO

<https://www.youtube.com/watch?v=REnj3A-oSPI>

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