

How to read barcode from image with barcode reader sdk in C++ and ByteScout Barcode Suite

This code in C++ shows how to read barcode from image with barcode reader sdk with this how to tutorial

The coding instructions are formulated to help you to try-out the features without the requirement to write your own code. ByteScout Barcode Suite can read barcode from image with barcode reader sdk. It can be applied from C++. ByteScout Barcode Suite is the bundle that provides 3 SDK products to generate barcodes (Barcode SDK), read barcodes (Barcode Reader SDK) and read and write spreadsheets (Spreadsheet SDK).

These C++ code samples for C++ guide developers to speed up coding of the application when using ByteScout Barcode Suite. Just copy and paste the code into your C++ application's code and follow the instructions. Enjoy writing a code with ready-to-use sample codes in C++.

ByteScout provides the free trial version of ByteScout Barcode Suite along with the documentation and source code samples.

FOR MORE INFORMATION AND FREE TRIAL:

[Download Free Trial SDK \(on-premise version\)](#)

[Read more about ByteScout Barcode Suite](#)

[Explore API Documentation](#)

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[visit www.Bytescout.com](http://www.Bytescout.com)

Source Code Files:

AssemblyInfo.cpp

```

#include "stdafx.h"

using namespace System;
using namespace System::Reflection;
using namespace System::Runtime::CompilerServices;
using namespace System::Runtime::InteropServices;
using namespace System::Security::Permissions;

//
// General Information about an assembly is controlled through the following
// set of attributes. Change these attribute values to modify the information
// associated with an assembly.
//
[assembly:AssemblyTitleAttribute("HelloWorld")];
[assembly:AssemblyDescriptionAttribute("")]
[assembly:AssemblyConfigurationAttribute("")]
[assembly:AssemblyCompanyAttribute("")]
[assembly:AssemblyProductAttribute("HelloWorld")];
[assembly:AssemblyCopyrightAttribute("Copyright (c) 2010")];
[assembly:AssemblyTrademarkAttribute("")]
[assembly:AssemblyCultureAttribute("")]

//
// Version information for an assembly consists of the following four values:
//
//      Major Version
//      Minor Version
//      Build Number
//      Revision
//
// You can specify all the value or you can default the Revision and Build Numbers
// by using the '*' as shown below:

[assembly:AssemblyVersionAttribute("1.0.*")];

[assembly:ComVisible(false)];

[assembly:CLSCompliantAttribute(true)];

[assembly:SecurityPermission(SecurityAction::RequestMinimum, UnmanagedCode = true)];

```

CommonExample.cpp

```

#include "stdafx.h"

using namespace System;
using namespace System::IO;
using namespace System::Drawing;

```

```

using namespace Bytescout::BarcodeReader;

int main(array<System::String ^> ^args)
{
    String ^path = "BarcodePhoto.jpg";

    Console::WriteLine("Reading barcode(s) from image " + Path::GetFullPath(path))

    Reader ^bc = gnew Reader();

    // Set to find all barcode types
    bc->BarcodeTypesToFind->All = true;
    // But we recommend to use specific barcode types to avoid false positives, e.g.
    // bc->BarcodeTypesToFind->QRCode = true;
    // bc->BarcodeTypesToFind->Code39 = true;

    // Decode barcodes
    bc->ReadFrom(path);

    for (int i=0; i < bc->FoundCount; i++)
    {
        Console::WriteLine("Found barcode with type: " + bc->GetFoundBarcodeType)
    }

    Console::WriteLine("Press any key to exit..");
    Console::ReadKey();

    return 0;
}

```

resource.h

```

//{{{NO_DEPENDENCIES}}
// Microsoft Visual C++ generated include file.
// Used by app.rc

```

stdafx.cpp

```

// stdafx.cpp : source file that includes just the standard includes
// HelloWorld.pch will be the pre-compiled header

```

```
// stdafx.obj will contain the pre-compiled type information
#include "stdafx.h"
```

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

// TODO: reference additional headers your program requires here
```

VIDEO

<https://www.youtube.com/watch?v=NEwNs2b9YN8>

ON-PREMISE OFFLINE SDK

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