

## How to generate gs1 128 barcode with barcode sdk in VB.NET and ByteScout Premium Suite

ByteScout Premium Suite is the bundle that includes twelve SDK products from ByteScout including tools and components for PDF, barcodes, spreadsheets, screen video recording.

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## Source Code Files:

CreateBarcode.VS2005.vbproj

```
<?xml version="1.0" encoding="utf-8"?>
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>8.0.50727</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C5923180-C9F5-4116-AF72-A9E40DB13F42}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <StartupObject>Sub Main</StartupObject>
    <RootNamespace>CreateBarcode</RootNamespace>
    <AssemblyName>CreateBarcode</AssemblyName>
    <MyType>Console</MyType>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
```

```

<DefineDebug>true</DefineDebug>
<DefineTrace>true</DefineTrace>
<OutputPath>bin\Debug</OutputPath>
<DocumentationFile>CreateBarcode.xml</DocumentationFile>
<NoWarn>42016,41999,42017,42018,42019,42032,42036,42020,42021,42022</NoWarn>
</PropertyGroup>
<PropertyGroup Condition="'$(Configuration)$(Platform)' == 'Release|AnyCPU' ">
  <DebugType>pdbonly</DebugType>
  <DefineDebug>>false</DefineDebug>
  <DefineTrace>true</DefineTrace>
  <Optimize>true</Optimize>
  <OutputPath>bin\Release</OutputPath>
  <DocumentationFile>CreateBarcode.xml</DocumentationFile>
  <NoWarn>42016,41999,42017,42018,42019,42032,42036,42020,42021,42022</NoWarn>
</PropertyGroup>
<ItemGroup>
  <Reference Include="Bytescout.BarCode, Version=1.1.0.0, Culture=neutral, PublicKeyToken=f7dd1bd9d40a50eb,
  <SpecificVersion>False</SpecificVersion>
  </Reference>
  <Reference Include="System" />
  <Reference Include="System.Data" />
  <Reference Include="System.Deployment" />
  <Reference Include="System.Xml" />
</ItemGroup>
<ItemGroup>
</ItemGroup>
<ItemGroup>
  <Import Include="Microsoft.VisualBasic" />
  <Import Include="System" />
  <Import Include="System.Collections" />
  <Import Include="System.Collections.Generic" />
  <Import Include="System.Data" />
  <Import Include="System.Diagnostics" />
</ItemGroup>
<ItemGroup>
  <Compile Include="Module1.vb" />
  <Compile Include="My Project\AssemblyInfo.vb" />
  <Compile Include="My Project\Application.Designer.vb">
    <AutoGen>True</AutoGen>
    <DependentUpon>Application.myapp</DependentUpon>
  </Compile>
  <Compile Include="My Project\Resources.Designer.vb">
    <AutoGen>True</AutoGen>
    <DesignTime>True</DesignTime>
    <DependentUpon>Resources.resx</DependentUpon>
  </Compile>
  <Compile Include="My Project\Settings.Designer.vb">
    <AutoGen>True</AutoGen>
    <DependentUpon>Settings.settings</DependentUpon>
    <DesignTimeSharedInput>True</DesignTimeSharedInput>
  </Compile>
</ItemGroup>
<ItemGroup>
  <EmbeddedResource Include="My Project\Resources.resx">
    <Generator>VbMyResourcesResXFileCodeGenerator</Generator>
    <LastGenOutput>Resources.Designer.vb</LastGenOutput>
    <CustomToolNamespace>My.Resources</CustomToolNamespace>
    <SubType>Designer</SubType>
  </EmbeddedResource>
</ItemGroup>
<ItemGroup>
  <None Include="My Project\Application.myapp">
    <Generator>MyApplicationCodeGenerator</Generator>
    <LastGenOutput>Application.Designer.vb</LastGenOutput>
  </None>
  <None Include="My Project\Settings.settings">
    <Generator>SettingsSingleFileGenerator</Generator>
    <CustomToolNamespace>My</CustomToolNamespace>
    <LastGenOutput>Settings.Designer.vb</LastGenOutput>
  </None>
</ItemGroup>
<Import Project="$(MSBuildBinPath)\Microsoft.VisualBasic.targets" />
<!-- To modify your build process, add your task inside one of the targets below and uncomment it.
  Other similar extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>

```

```
-->  
</Project>
```

## CreateBarcode.VS2008.vbproj

```
<?xml version="1.0" encoding="utf-8"?>  
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003" ToolsVersion="3.5">  
  <PropertyGroup>  
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>  
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>  
    <ProductVersion>9.0.21022</ProductVersion>  
    <SchemaVersion>2.0</SchemaVersion>  
    <ProjectGuid>{C5923180-C9F5-4116-AF72-A9E40DB13F42}</ProjectGuid>  
    <OutputType>Exe</OutputType>  
    <StartupObject>Sub Main</StartupObject>  
    <RootNamespace>CreateBarcode</RootNamespace>  
    <AssemblyName>CreateBarcode</AssemblyName>  
    <MyType>Console</MyType>  
    <OldToolsVersion>2.0</OldToolsVersion>  
    <TargetFrameworkVersion>v3.5</TargetFrameworkVersion>  
  </PropertyGroup>  
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">  
    <DebugSymbols>>true</DebugSymbols>  
    <DebugType>full</DebugType>  
    <DefineDebug>>true</DefineDebug>  
    <DefineTrace>>true</DefineTrace>  
    <OutputPath>bin\Debug</OutputPath>  
    <DocumentationFile>CreateBarcode.xml</DocumentationFile>  
    <NoWarn>42016,41999,42017,42018,42019,42032,42036,42020,42021,42022</NoWarn>  
  </PropertyGroup>  
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">  
    <DebugType>pdbonly</DebugType>  
    <DefineDebug>>false</DefineDebug>  
    <DefineTrace>>true</DefineTrace>  
    <Optimize>>true</Optimize>  
    <OutputPath>bin\Release</OutputPath>  
    <DocumentationFile>CreateBarcode.xml</DocumentationFile>  
    <NoWarn>42016,41999,42017,42018,42019,42032,42036,42020,42021,42022</NoWarn>  
  </PropertyGroup>  
  <ItemGroup>  
    <Reference Include="Bytescout.BarCode, Version=1.1.0.0, Culture=neutral, PublicKeyToken=f7dd1bd9d40a50eb,">  
      <SpecificVersion>False</SpecificVersion>  
    </Reference>  
    <Reference Include="System" />  
    <Reference Include="System.Data" />  
    <Reference Include="System.Deployment" />  
    <Reference Include="System.Xml" />  
  </ItemGroup>  
  <ItemGroup>  
  </ItemGroup>  
  <ItemGroup>  
    <Import Include="Microsoft.VisualBasic" />  
    <Import Include="System" />  
    <Import Include="System.Collections" />  
    <Import Include="System.Collections.Generic" />  
    <Import Include="System.Data" />  
    <Import Include="System.Diagnostics" />  
  </ItemGroup>  
  <ItemGroup>  
    <Compile Include="Module1.vb" />  
    <Compile Include="My Project\AssemblyInfo.vb" />  
    <Compile Include="My Project\Application.Designer.vb">  
      <AutoGen>True</AutoGen>  
      <DependentUpon>Application.myapp</DependentUpon>  
    </Compile>  
    <Compile Include="My Project\Resources.Designer.vb">  
      <AutoGen>True</AutoGen>
```

```

    <DesignTime>True</DesignTime>
    <DependentUpon>Resources.resx</DependentUpon>
  </Compile>
  <Compile Include="My Project\Settings.Designer.vb">
    <AutoGen>True</AutoGen>
    <DependentUpon>Settings.settings</DependentUpon>
    <DesignTimeSharedInput>True</DesignTimeSharedInput>
  </Compile>
</ItemGroup>
<ItemGroup>
  <EmbeddedResource Include="My Project\Resources.resx">
    <Generator>VbMyResourcesResXFileCodeGenerator</Generator>
    <LastGenOutput>Resources.Designer.vb</LastGenOutput>
    <CustomToolNamespace>My.Resources</CustomToolNamespace>
    <SubType>Designer</SubType>
  </EmbeddedResource>
</ItemGroup>
<ItemGroup>
  <None Include="My Project\Application.myapp">
    <Generator>MyApplicationCodeGenerator</Generator>
    <LastGenOutput>Application.Designer.vb</LastGenOutput>
  </None>
  <None Include="My Project\Settings.settings">
    <Generator>SettingsSingleFileGenerator</Generator>
    <CustomToolNamespace>My</CustomToolNamespace>
    <LastGenOutput>Settings.Designer.vb</LastGenOutput>
  </None>
</ItemGroup>
<Import Project="$(MSBuildToolsPath)\Microsoft.VisualBasic.targets" />
<!-- To modify your build process, add your task inside one of the targets below and uncomment it.
     Other similar extension points exist, see Microsoft.Common.targets.
-->
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>

```

## CreateBarcode.VS2010.vbproj

```

<?xml version="1.0" encoding="utf-8"?>
<Project DefaultTargets="Build" xmlns="http://schemas.microsoft.com/developer/msbuild/2003" ToolsVersion="4.0">
  <PropertyGroup>
    <Configuration Condition="'$(Configuration)' == ''">Debug</Configuration>
    <Platform Condition="'$(Platform)' == ''">AnyCPU</Platform>
    <ProductVersion>
</ProductVersion>
    <SchemaVersion>2.0</SchemaVersion>
    <ProjectGuid>{C5923180-C9F5-4116-AF72-A9E40DB13F42}</ProjectGuid>
    <OutputType>Exe</OutputType>
    <StartupObject>Sub Main</StartupObject>
    <RootNamespace>CreateBarcode</RootNamespace>
    <AssemblyName>CreateBarcode</AssemblyName>
    <MyType>Console</MyType>
    <OldToolsVersion>3.5</OldToolsVersion>
    <TargetFrameworkVersion>v4.0</TargetFrameworkVersion>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Debug|AnyCPU' ">
    <DebugSymbols>>true</DebugSymbols>
    <DebugType>full</DebugType>
    <DefineDebug>>true</DefineDebug>
    <DefineTrace>>true</DefineTrace>
    <OutputPath>bin\Debug</OutputPath>
    <DocumentationFile>CreateBarcode.xml</DocumentationFile>
    <NoWarn>42016,41999,42017,42018,42019,42032,42036,42020,42021,42022</NoWarn>
  </PropertyGroup>
  <PropertyGroup Condition="'$(Configuration)|$(Platform)' == 'Release|AnyCPU' ">

```

```

<DebugType>pdbonly</DebugType>
<DefineDebug>>false</DefineDebug>
<DefineTrace>>true</DefineTrace>
<Optimize>>true</Optimize>
<OutputPath>bin\Release\</OutputPath>
<DocumentationFile>CreateBarcode.xml</DocumentationFile>
<NoWarn>42016,41999,42017,42018,42019,42032,42036,42020,42021,42022</NoWarn>
</PropertyGroup>
<ItemGroup>
  <Reference Include="Bytescout.BarCode, Version=1.1.0.0, Culture=neutral, PublicKeyToken=f7dd1bd9d40a50eb,
    <SpecificVersion>False</SpecificVersion>
  </Reference>
  <Reference Include="System" />
  <Reference Include="System.Data" />
  <Reference Include="System.Deployment" />
  <Reference Include="System.Xml" />
</ItemGroup>
<ItemGroup>
</ItemGroup>
<ItemGroup>
</ItemGroup>
  <Import Include="Microsoft.VisualBasic" />
  <Import Include="System" />
  <Import Include="System.Collections" />
  <Import Include="System.Collections.Generic" />
  <Import Include="System.Data" />
  <Import Include="System.Diagnostics" />
</ItemGroup>
<ItemGroup>
  <Compile Include="Module1.vb" />
  <Compile Include="My Project\AssemblyInfo.vb" />
  <Compile Include="My Project\Application.Designer.vb">
    <AutoGen>True</AutoGen>
    <DependentUpon>Application.myapp</DependentUpon>
  </Compile>
  <Compile Include="My Project\Resources.Designer.vb">
    <AutoGen>True</AutoGen>
    <DesignTime>True</DesignTime>
    <DependentUpon>Resources.resx</DependentUpon>
  </Compile>
  <Compile Include="My Project\Settings.Designer.vb">
    <AutoGen>True</AutoGen>
    <DependentUpon>Settings.settings</DependentUpon>
    <DesignTimeSharedInput>True</DesignTimeSharedInput>
  </Compile>
</ItemGroup>
<ItemGroup>
  <EmbeddedResource Include="My Project\Resources.resx">
    <Generator>VbMyResourcesResXFileCodeGenerator</Generator>
    <LastGenOutput>Resources.Designer.vb</LastGenOutput>
    <CustomToolNamespace>My.Resources</CustomToolNamespace>
    <SubType>Designer</SubType>
  </EmbeddedResource>
</ItemGroup>
<ItemGroup>
  <None Include="My Project\Application.myapp">
    <Generator>MyApplicationCodeGenerator</Generator>
    <LastGenOutput>Application.Designer.vb</LastGenOutput>
  </None>
  <None Include="My Project\Settings.settings">
    <Generator>SettingsSingleFileGenerator</Generator>
    <CustomToolNamespace>My</CustomToolNamespace>
    <LastGenOutput>Settings.Designer.vb</LastGenOutput>
  </None>
</ItemGroup>
<Import Project="$(MSBuildToolsPath)\Microsoft.VisualBasic.targets" />
<!-- To modify your build process, add your task inside one of the targets below and uncomment it.
  Other similar vb extension points exist, see Microsoft.Common.targets.
<Target Name="BeforeBuild">
</Target>
<Target Name="AfterBuild">
</Target>
-->
</Project>

```

## Module1.vb

```
Imports Bytescout.BarCode

Module Module1

    Sub Main()
        ' Create new barcode
        Dim barcode As New Barcode()

        ' Set symbology
        barcode.Symbology = SymbologyType.GS1_128

        ' Set value
        barcode.Value = "(12)this is a test"

        ' Save barcode to image
        barcode.SaveImage("result.png")

        ' Show image in default image viewer
        Process.Start("result.png")
    End Sub

End Module
```

---

## VIDEO

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

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