

Linear codes



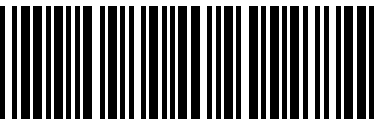
Code 3 of 9 (Code 39)

0-9, A-Z and - . \$ / + % space. Anything else throws, by name.

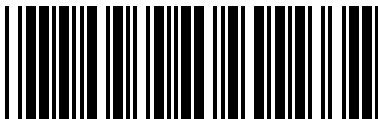
Interleaved 2 of 5

Digits, evenly many - two are carried per five bars.

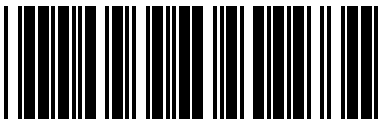
The same five characters in the same box



WideNarrowRatio 2.0



WideNarrowRatio 2.6 (default)



WideNarrowRatio 3.0

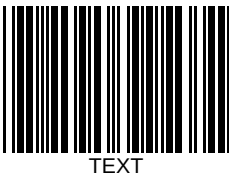
TextLocation



None



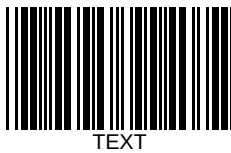
Above



Below



AboveEmbedded



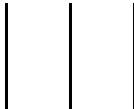
BelowEmbedded

OMR marks

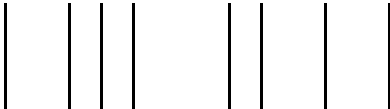
The bits of a number, low bit first, behind one synchronisation mark.



OMR for 1



OMR for 5



OMR for 1382

What each code accepts

Code 3 of 9

0-9, A-Z and - . \$ / + % * space. Anything else throws ArgumentException.

Interleaved 2 of 5

Digits, evenly many. Anything else throws ArgumentException.

OMR

A number. Text that will not parse becomes zero, and the low bit is forced on.

Data matrix

Any text, in ASCII encodation, within the symbol size asked for.

Placing a code

CodeDirection

The code turns about the point it is drawn at - the red dot - so it can run up a page without the caller touching the transform.



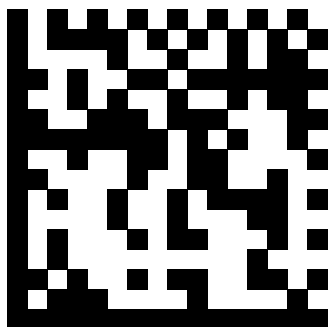
AnchorType

Which part of the code lands on the point given. The default is TopLeft.

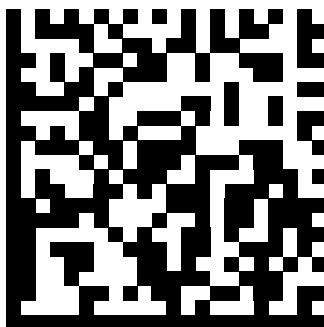


ECC200 data matrix

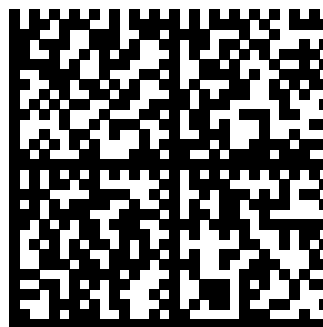
A data matrix is a `MatrixCode` rather than a `BarCode` - a different base class, and `DrawMatrixCode` rather than `DrawBarCode`. `BarCode.FromType` says so if asked for one.



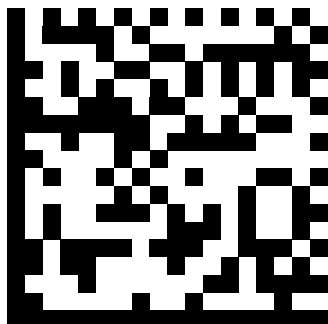
16 x 16 modules



22 x 22, the same plus a date



32 x 32, a whole URL



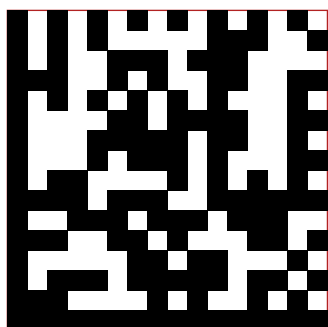
18 x 18, square



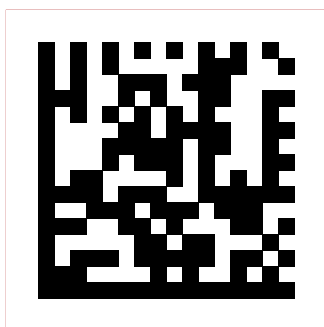
8 x 32, rectangular



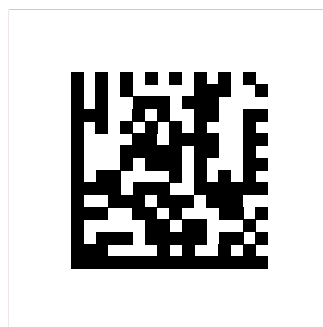
12 x 36, rectangular



QuietZone = 0



QuietZone = 2



QuietZone = 5

Encodation: ASCII only

`DataMatrixEncoding` names C40, Text, X12, Edifact and Base256 beside it, and every one of them throws `NotImplementedException` rather than encoding wrongly. ASCII carries anything a data matrix can hold; it is only less dense over a long run of one case.