

## InTouch Machine Edition (v2.2.x)

### Introduction

In this wiki pages we will explain how to use our cmbSDK trough cordova plugin as custom widget in ITME project

### Getting Started

Open ITME Studio and create new project

Successfully Deployed

---

Version 1.0.0 has been created.

[Open the active version of the application](#)

[Open the application's page in the SAP Cloud Platform cockpit](#)

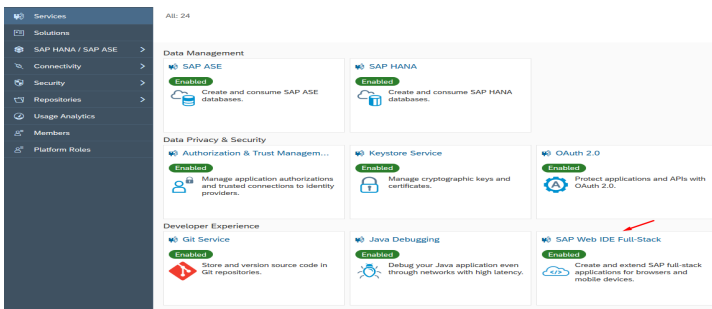
You can now register the application to SAP Fiori launchpad.

---

[Register to SAP Fiori launchpad](#)

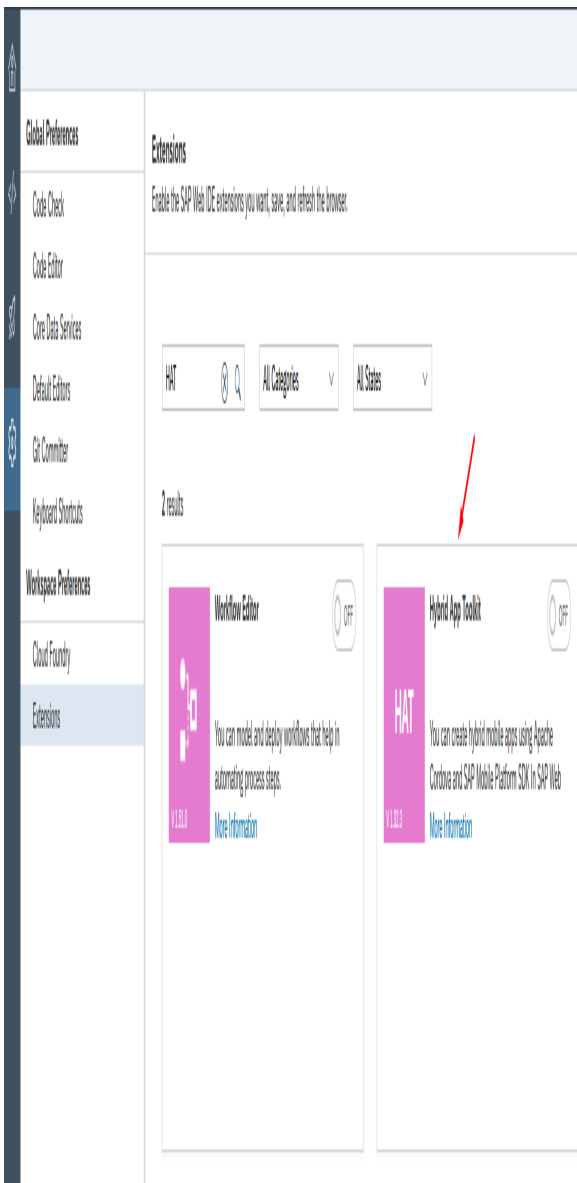
[Close](#)

Set your project resolution



## Project Tags

Go in Global section of Project Explorer, open Project Tags -> Datasheet View and insert project tags that we will use. We will explain every tag later in this section





All tags are local and change to the tag value affects only the station on which the change was made.

## Barcode Widget

How this widget is working ? There is trigger properties that call api methods from cordova plugin. There is output properties where we return results from api methods and there is events like callback functions that are called when api method is executed. On this [link](#) you can read about every property and [here](#) about events.

## Project screens

Go back in Graphics section, right click on Screens category and click Insert

## Service: SAP Fiori Mobile - Overview

Enabled

### Service Description

The mobile service for SAP Fiori is an end-to-end solution designed to help you manage the app lifecycle, runtime services to support enterprise app services to provide insights into adoption, usage, and app performance

### Take Action

[Configure Fiori Mobile](#)

[Configure Mobile Packager](#)

[Go to Admin Console](#)

[Go to Mobile Place](#)

Set screen attributes and press OK.

#### Build Summary

**Application Information**

Application Name:

---

**Build Options**

<input checked="" type="checkbox"/> iOS	Signing Profile: <input type="text" value="IOSSapAppDev"/>	Minimum OS Version: <input type="text" value="11.0"/>
<input checked="" type="checkbox"/> Android	Signing Profile: <input type="text" value="AndroidSapAppDev"/>	Minimum OS Version: <input type="text" value="5.0"/>

Enable Android and/or iOS project(s) download after build

Enable verbose logging

Build debug-enabled binaries

Note: If you would like to debug your Android application with Chrome and/or your iOS application with Safari, enable this option. For Android, your application will be automatically signed with an internal debug signing profile. For iOS, select a developer signing profile to sign your application to enable you to debug.

For iOS, an iOS signing profile must be selected to enable the build option.

---

**Cached Content**

Clear cached content prior to initiating build

Note: SAP caches the SAPUI5 runtime referenced by your application in order to reduce build time. If you believe this content may have been updated since the last time an application was built referencing this SAP Fiori front-end server, enable this option.

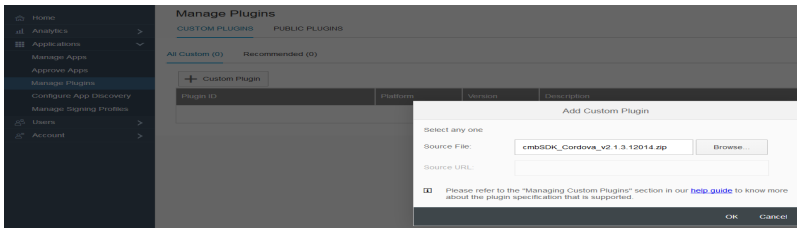
---

**Email Notification**

Send me an email notification when my applications are built

---

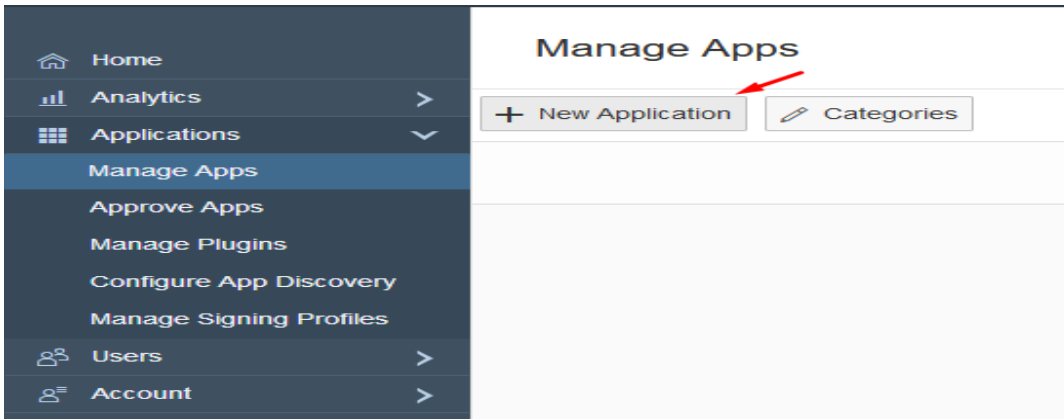
Design your header screen and name it as header.



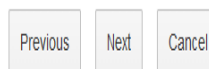
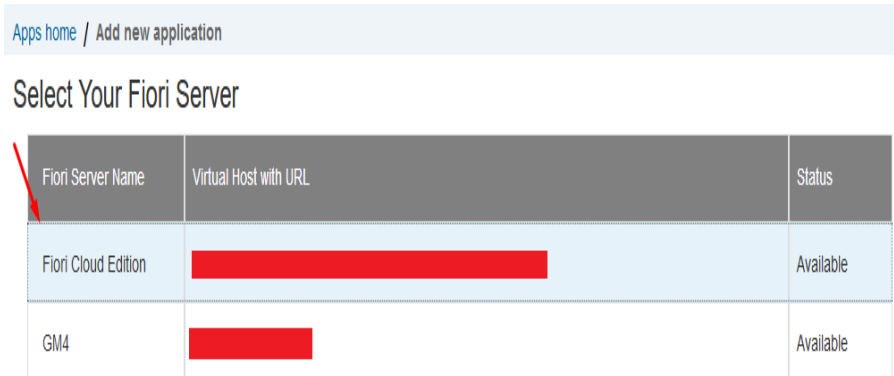
Here we have header text, label where we will show reader device battery level and smart message object that show current reader device connection status.

In header screen we will add our barcodeReader custom widget.

Click on Custom Widget icon



Click import and find your barcodeReader.cwp file. barcodeReader should be shown as available widget. Select it and click OK.




barcodeReader custom widget is added in header screen

Open barcodeReader properties and go in widget members

## Define your Fiori Application

Select from available Fiori Applications

Available Applications

 cmbSDK Fiori App: MyFirstFioriApp.MyFirstFioriApp

Selected Applications



--

Upload advanced configuration file

File Name

Browse...

File Validation

Previous

Next

Cancel

**Manage Signing Profiles**

Platforms 4 Profiles

Platform	Profile Name	Generated By	Expiry Date
iOS	iOSSapAp...	Uploaded By [Redacted]	May 27, 2020
Android	AndroidSa...	Generated By [Redacted]	Jun 18, 2044
iOS	NAT_Daniel	Uploaded By [Redacted]	Expired On May 11, 2018
Android	NAT	Generated By [Redacted]	Expiry Date Oct 6, 2042

Map properties from custom widget with project tags and set action Set+Get and set script that you want to execute in callback events.

Then open header screen script and call setPreviewContainerPositionAndSizeEventTrigger and loadScanner methods when header screen is opened. Also open another screen (main) while this one is opening.

Plugin ID	Platform	Version	Description	Last Updated On	Actions
cmb-sdk-cordova-plugin	iOS/Android	1.2.14	CMB Scanner Cordova Plugin	18th June 2019	[Save] [Delete]

Now create another screen and name it main.

Build Your Fiori Application

Application Name: cmbSDK Sample App

Build Options:

- iOS (Signing Profile: iOS8AppDev, Minimum OS Version: 11.0)
- Android (Signing Profile: Android8AppDev, Minimum OS Version: 5.0)
- Enable Android and/or iOS project(s) download after build
- Enable verbose logging
- Build debug-enabled binaries

Multimedia:

- Splash Screen - Portrait (1536px X 2048px) [Upload]
- Splash Screen - Landscape (2048px X 1536px) [Upload]

Are you ready to build the application?

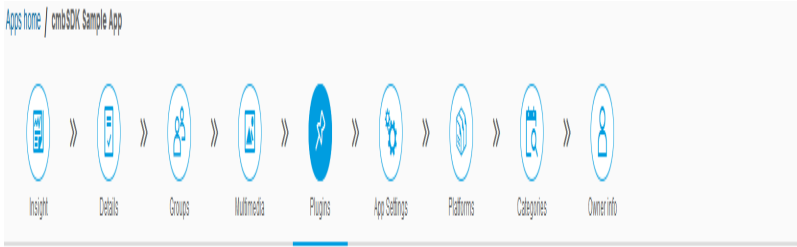
Yes

No, I would like to customize my application

Previous Next Cancel

In this screen we have rectangle where we display scanned results, button to start/stop scanning and button to clear displayed results.





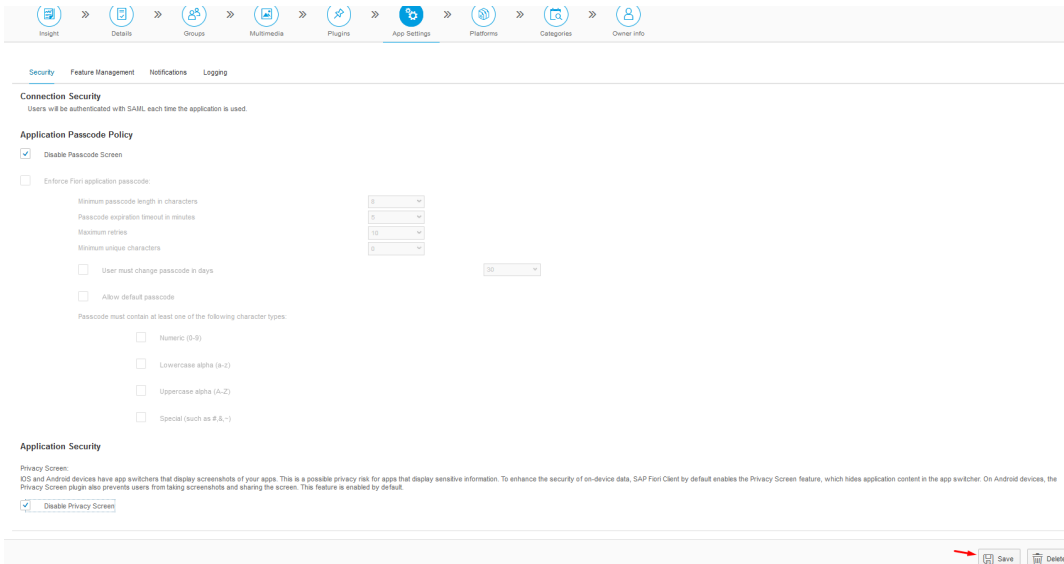
Selected (0) | Recommended (0) | Public (2130) | Custom (1)

Select Platform v Search Plugins 🔍 ↕

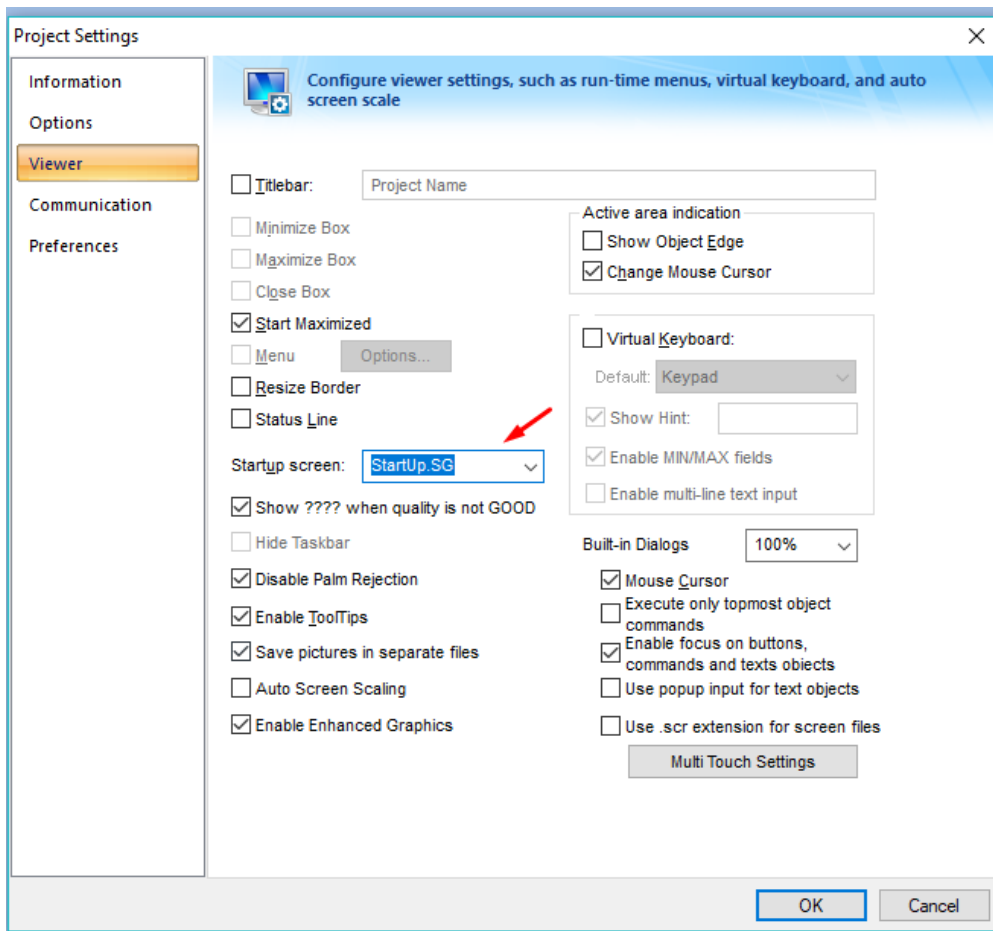
Plugin ID	Platform	Version	Description	Last Updated	Actions
cmb-sdk-cordova-plugin		1.2.14	CMB Scanner Cordova Plugin	18th June 20...	<ul style="list-style-type: none"> <li>Add</li> <li>View Details</li> </ul>

Save Delete

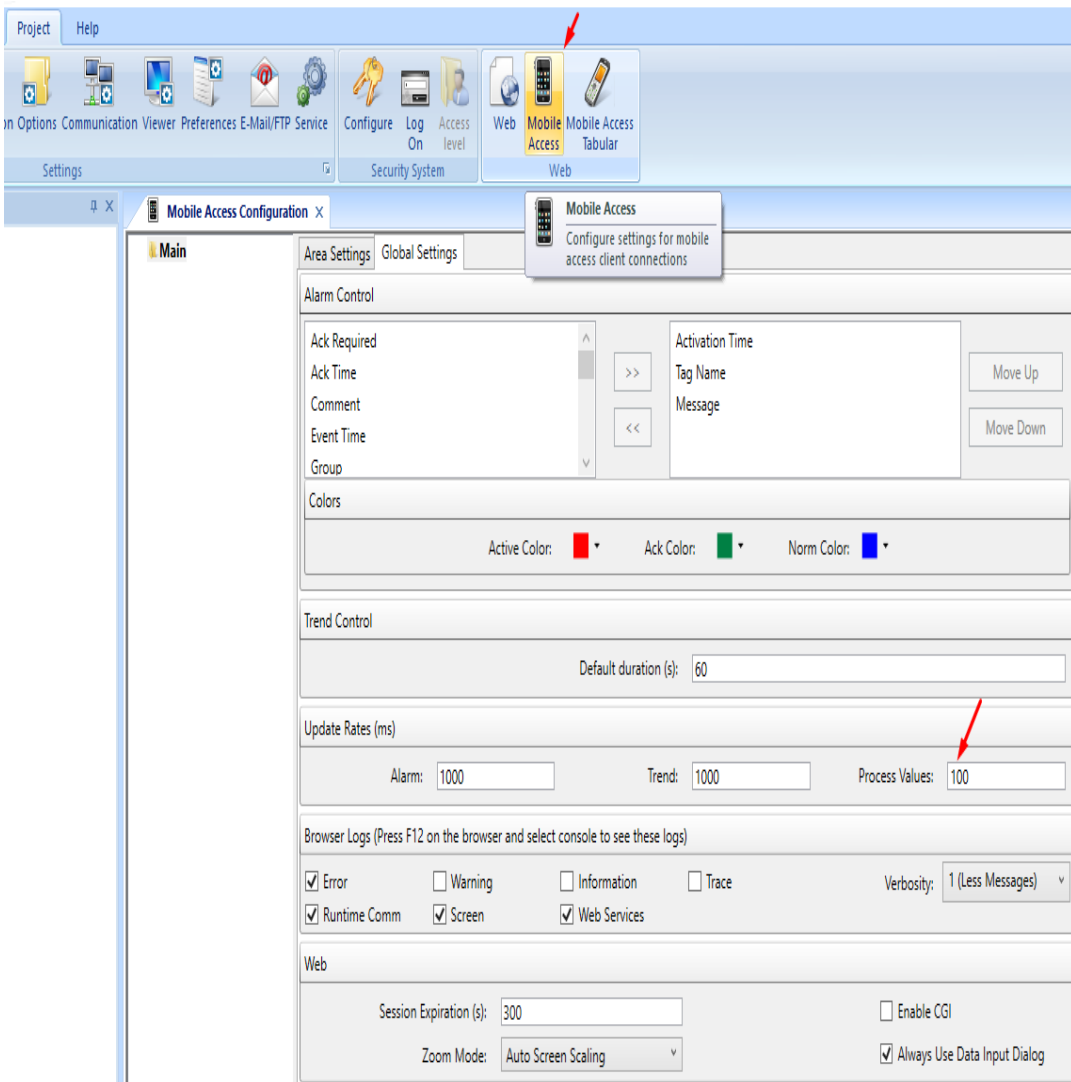
Later right click on Screen Group category and create StartUp screen group.



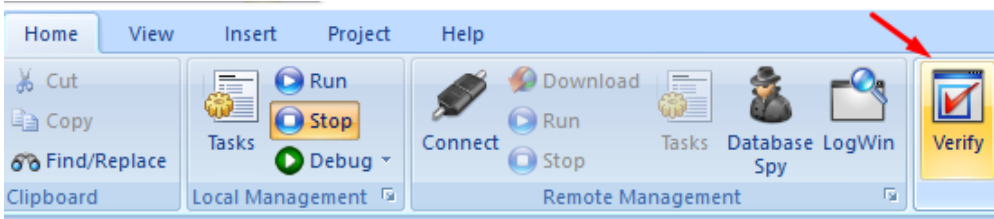
Open Project properties and set this group as Startup screen.



Because we want to deploy this application as HTML web interface and interact from mobile devices we need to open Mobile Access menu at least ones and save changes on close. Also, for better communication with custom widget, set Process Values at minimum value which is 100.



When we finish with our screens and configurations Verify project.



and Save all screens as HTML for web access

Apps home / cmbSDK Sample App

Insight » Details » Groups » Multimedia » Plugins » App Settings » **Platforms** » Categories » Owner info

State	Debug Enabled	Operating System	Form Factor	App Version	Built On	Certificate	Actions
New Signed		ANDROID	Tablet/Phone	1.0	Jun 18, 2019		<ul style="list-style-type: none"> <li>Edit</li> <li>Sign App</li> <li>Download Binary</li> <li>Set to trial</li> <li>Set to production</li> <li>Delete</li> </ul>
New Signed		IOS	Tablet/Phone	1.0	Jun 18, 2019	5/27/202	
Ready to build		IOS	Tablet/Phone	1.1		5/27/202	
Ready to build		ANDROID	Tablet/Phone	1.1			

Build All Your application is ready to be built!

Save Delete

With all these steps we finished our ITME project.

## Server configuration

Navigate to your ITME web application physical path. If you use local IIS server usually this path is C:\inetpub\wwwroot\ITME81 and copy barcodeReaderServerFiles that you've download.

**Global Preferences**

- Code Check
- Code Editor
- Core Data Services
- Default Editors
- Git Committer
- Keyboard Shortcuts

**Workspace Preferences**

- Cloud Foundry
- Extensions
- Hybrid Application Toolkit

**Hybrid Application Toolkit**  
Hybrid App Toolkit Settings

Cloud Build Service  SAP Fiori Mobile (deprecated)  **Mobile Services**

Enable Local Add-on Features

The Local Add-on features have reached end-of-maintenance. The feature will continue to be available for use as to the local add-on will not be accepted.



We recommend using the Cloud Build Service to continue building your hybrid apps with the latest versions of the

These cordova files that will be hosted on server will help us to use native features trough custom widgets. Later open index.html and reference these scripts:

## Select Cordova Plugins

Selected (10) **Public (1)** Kapsel (20)

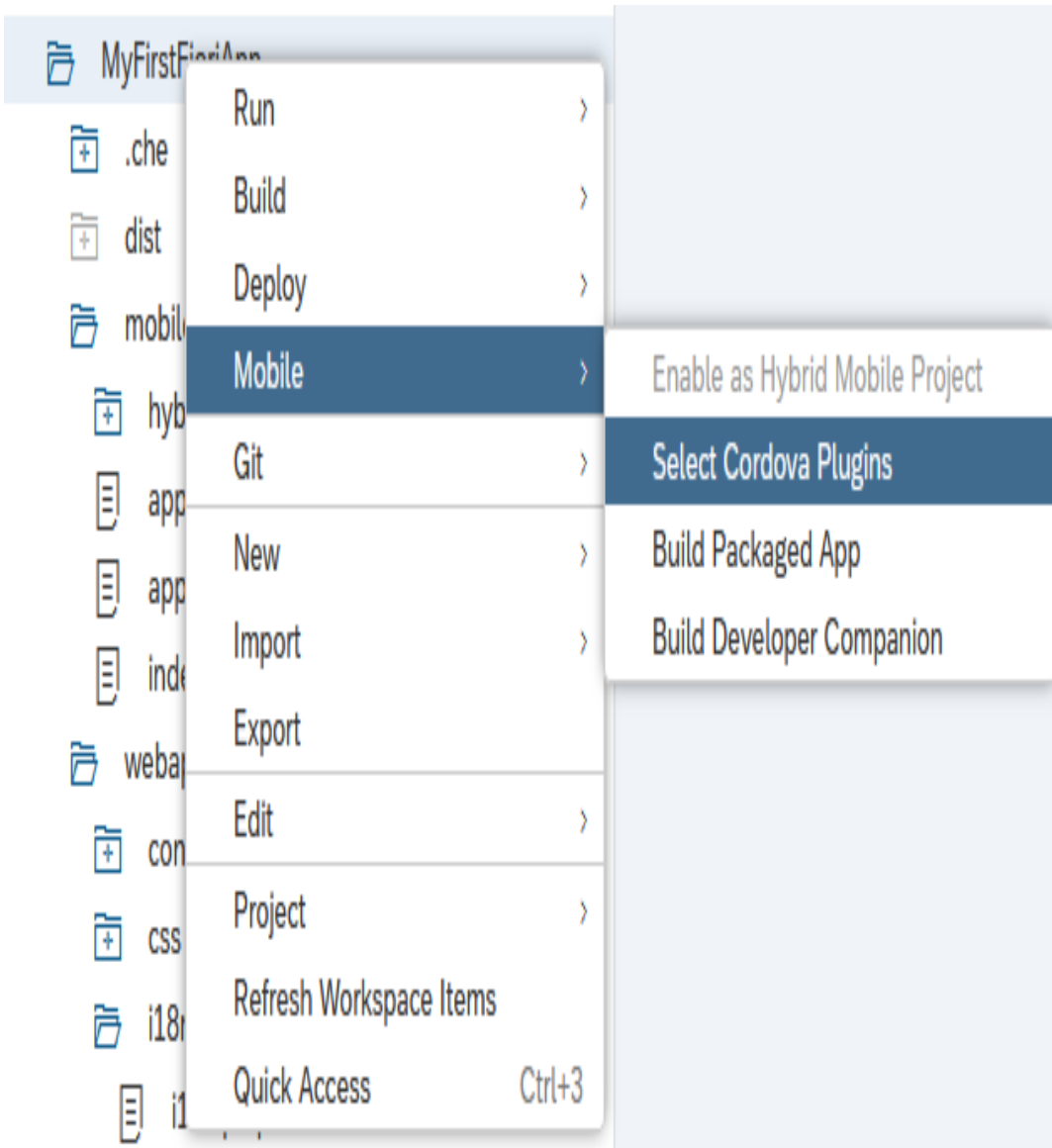
Select Platform

Plugin ID	Platform	Version	Description	Last Updated On	Actions
cmbstdk-cordova		1.2.14	CMB Scanner Cordova Plugin	6 Jun 2019	

When we navigate to server URL we add platform that we are using as attribute in query string.

With barcodeReader.js we check this attribute to know which cordova files to load (iOS or android).

Now open IIS manager right click on your ITME81 application and click Add Virtual Directory:



Set "CustomWidget" as Alias and as physical path set path to your ITME project (C:\Users\Marko\Documents\InTouch Machine Edition v8.1 Projects\cmbSdkSample in our case)

Be sure that you make connection with user that have authorization to selected path.


## Cognex Wrapper Application

Run Cognex Wrapper Application on your mobile device. In Server URL input box insert your server URL and in query string send screen and guestuser attributes. Click Navigate button and you will be redirected to your server URL (<http://192.168.1.103/ITME81?screen=header&guestuser=1> in our case). When you click Navigate button application automatically add platform in query string as attribute.

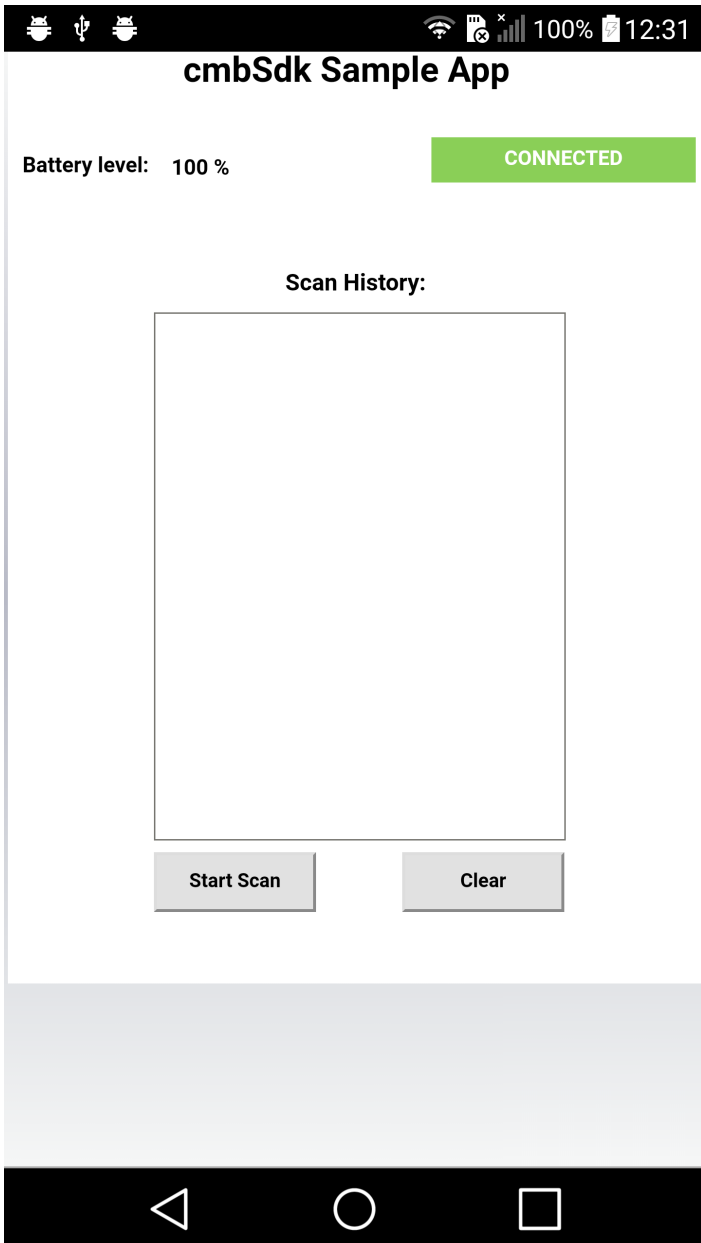
Note that you must to run your ITME project before you navigate to server URL from Cognex Wrapper App.

## Select Cordova Plugins

Selected (9) Public (1) Kapsel (20)

Plugin ID	Platform	Version	Description	Last Updated On	Actions
cmbsdk-cordova		1.2.14	CMB Scanner Cordova Plugin	6 Jun 2019	<a href="#">Add</a> <a href="#">View Details</a>

[Save](#) [Close](#)



No SIM 

12:13 PM

88% 

## cmbSdk Sample App

Battery level: 34 %

CONNECTED

### Scan History:

www.manateeworks.com

Start Scan

Clear

## Barcode Widget Properties

### loadScannerEventTrigger

```
$loadScannerEventTrigger = "loadScanner(deviceType, sdk_key)"
```

With this property we call `loadScanner(deviceType, sdk_key)` method which is the first thing we need to do in order to use reader device

Has two input parameters. First one should be 0 if we want to use MX Device to perform scanning or 1 if we will use Mobile Device for scanning. Second input parameter is `sdk_key` which is optional. We need to set our sdk license key only if we use Mobile Device for scanning barcodes. Otherwise we will have asterisks in barcode reader result.

Result from this event is returned in `loadScannerOutputData` property and `loadScanner` event is called as callback function

#### Example:

```
'For MX Device  
$loadScannerEventTrigger = "loadScanner(0)"  
'For Mobile Device  
$loadScannerEventTrigger = "loadScanner(1, SDK_KEY)"
```

### connectEventTrigger



```
$connectEventTrigger = "connect()"
```

With this property we call connect() method to connect with our reader device and should be called after we load reader device. Result from this event is returned in connectOutputData property and connect event is called as callback function.

**Example:**

```
$connectEventTrigger = "connect()"
```

## disconnectEventTrigger

```
$disconnectEventTrigger = "disconnect()"
```

With this property we call disconnect() method to release connection from reader device. Result from this event is returned in disconnectOutputData property and disconnect event is called as callback function.

**Example:**

```
$disconnectEventTrigger = "disconnect()"
```

## setPreviewContainerPositionAndSizeEventTrigger

```
$setPreviewContainerPositionAndSizeEventTrigger = setPreviewContainerPositionAndSize(startPointX, startPointY, width, height)
```

With this property we call setPreviewContainerPositionAndSize(startPointX, startPointY, width, height) method which has 4 input parameters. startPointX, startPointY, width and height and they are measured in %.

This should be called before loadScanner method and we use it to place Mobile Device preview container.

**Example:**

```
'Preview Container positioned on 0,0 (left,top) 100% right and 30% bottom.  
$setPreviewContainerPositionAndSizeEventTrigger = "setPreviewContainerPositionAndSize(0,0,100,30)"
```

## toggleScannerEventTrigger

```
$toggleScannerEventTrigger = "toggleScanner()"
```

With this property we call toggleScanner() method to start/stop scanning process.

**Example:**

```
$toggleScannerEventTrigger = "toggleScanner()"
```

## setSymbologyEnabledEventTrigger

```
$setSymbologyEnabledEventTrigger = setSymbologyEnabled(p1, p2, p3..)
```

To enable/disable symbologies we use this property which trigger setSymbologyEnabled(p1, p2, p3..) method. As input parameters we set symbology and status. We can enable/disable one or more symbologies in one call.

List of symbols: UNKNOWN, DATAMATRIX, QR, C128, UPC-EAN, C11, C39, C93, I2O5, CODABAR, EAN-UCC, PHARMACODE, MAXICODE, PDF417, MICROPDF417, DATABAR, POSTNET, PLANET, 4STATE-JAP, 4STATE-AUS, 4STATE-UPU, 4STATE-IMB, VERICODE, RPC, MSI, AZTECCODE, DOTCODE, C25, C39-CONVERT-TO-C32, OCR, 4STATE-RMC.

Result from this event is returned in setSymbologyEnabledOutputData property and setSymbologyEnabled event is called as callback function.

### Example:

```
$setSymbologyEnabledEventTrigger = "setSymbologyEnabled(DataMatrix ON, C128 OFF)"
```

## setLightsOnEventTrigger

```
$setLightsOnEventTrigger = "setLightsOn(p1)"
```

We can set light to be enabled/disabled by default when we start scanning with this property by triggering setLightsOn(p1) method. As input parameter we set ON if we want to enable and OFF if we want to disable light by default.

Result from this event is returned in setLightsOnOutputData property and setLightsOn event is called as callback function.

### Example:

```
$setLightsOnEventTrigger = "setLightsOn(ON)"
```

## isLightsOnEventTrigger

```
$isLightsOnEventTrigger = "isLightsOn()"
```

To check if light is enabled by default we trigger isLightsOn() method

Result from this event is returned in isLightsOnOutputData property and isLightsOn event is called as callback function.

### Example:

```
$isLightsOnEventTrigger = "isLightsOn()"
```

## sendCommandEventTrigger

```
$sendCommandEventTrigger = "sendCommand (p1, p2, p3...)"
```

With this property we call sendCommand(p1, p2, p3...) method that executes DMC commands which are set as input parameters. We can set one or more dmc commands as input parameters.

Result from this event is returned in sendCommandOutputData property and sendCommand event is called as callback function

### Example:

```
$sendCommandEventTrigger = "sendCommand (GET BATTERY.CHARGE)"
```

## connectionStateDidChangeOfReaderCallbackOutputData

Integer property that represent current reader connection state. There is four state:

0 - CONNECTION\_STATE\_DISCONNECTED

1 - CONNECTION\_STATE\_CONNECTING

2 - CONNECTION\_STATE\_CONNECTED

3 - CONNECTION\_STATE\_DISCONNECTING

## resultCallbackOutputData

String property that contain last scanned result

## availabilityCallbackOutputData

Boolean property that is true if our reader device is available or false if reader device is unavailable.

## activeStartScanningCallbackOutputData

Boolean property which will be true when scanning is active or false when scanning is stopped.

## loadScannerOutputData

When loadScanner method is executed it return success message or error message if reader device can't be loaded.

## connectOutputData

When connect method is executed it return true if connection is successful or error message if connection can't be completed

## disconnectOutputData

When disconnect method is executed it return success message or error message if there is problem while we execute this method

## isSymbologyEnabledOutputData

In this property we return result from isSymbologyEnabled method. Result will be ON if certain symbology is enabled, OFF if is disabled or error message if there is some error thrown while we execute this method. Since isSymbologyEnabled method can have more than one parameter we will return symbology status separated with ",". For example if we call \$isSymbologyEnabledEventTrigger = "isSymbologyEnabled(DataMatrix, C128)" result will be "ON,ON" if both symbologies are enabled.

Note that by default if we use Mobile Device there is no symbologies enabled.

## isLightsOnOutputData

Result from isLightsOn method that can be ON if light is enabled, OFF if is disabled or error message if something wrong happened while this command is executed

## sendCommandOutputData

String property that represent result from sendCommand() method. If there is more than one DMC commands as input parameters result from every command will be separated with ",".

For example, if we call \$sendCommandEventTrigger = "sendCommand (GET BATTERY.CHARGE, GET LIGHT.INTERNAL-ENABLE)" result will be "50, OFF"

## setLightsOnOutputData

Result from setLightsOn method that can be ON if light is enabled, OFF if is disabled or error message if something wrong happened while this command is executed

## setSymbologyEnabledOutputData

In this property we return result from setSymbologyEnabled method. Result will be ON if certain symbology is enabled, OFF if is disabled or error message if there is some error thrown while we execute this method. Since setSymbologyEnabled method can have more than one parameter we will return symbology status separated with ",". For example if we call \$setSymbologyEnabledEventTrigger = "setSymbologyEnabled(DataMatrix, C128)" result will be "ON,ON" if both symbologies are enabled.

## Barcode Widget Events

### sendCommand

This callback event will be executed when sendCommand method is triggered and finished: \$sendCommandEventTrigger = "sendCommand(p1, p2, p3 ...)"

### isLightsOn

This callback event will be executed when isLightsOn method is triggered and finished: \$isLightsOntEventTrigger = "isLightsOn()"

### setLightsOn

This callback event will be executed when setLightsOn method is triggered and finished: \$setLightsOnEventTrigger = "setLightsOn(p1)"

## **isSymbologyEnabled**

This callback event will be executed when isSymbologyEnabled method is triggered and finished: \$isSymbologyEnabledEventTrigger = "isSymbologyEnabled(p1,p2,p3,.....)"

## **setSymbologyEnabled**

This callback event will be executed when setSymbologyEnabled method is triggered and finished: \$setSymbologyEnabledTrigger = "setSymbologyEnabled(p1,p2,p3,.....)"

## **disconnect**

This callback event will be executed when disconnect method is triggered and finished: \$disconnectEventTrigger = "disconnect()"

## **connect**

This callback event will be executed when connect method is triggered and finished: \$connectEventTrigger = "connect()"

## **loadScanner**

This callback event will be executed when loadScanner method is triggered and finished: \$loadScannerEventTrigger = "loadScanner(0)"

## **setActiveStartScanningCallback**

This callback event will be executed when toggleScanner method is triggered and finished: \$toggleScannerEventTrigger = "toggleScanner()"

## **setAvailabilityCallback**

This callback event will be executed when availability of MX Device is changed.

## **setResultCallback**

When barcode is scanned this callback event will be executed

## **setConnectionStateDidChangeOfReaderCallback**

This callback event will be executed when connection state of reader device is changed