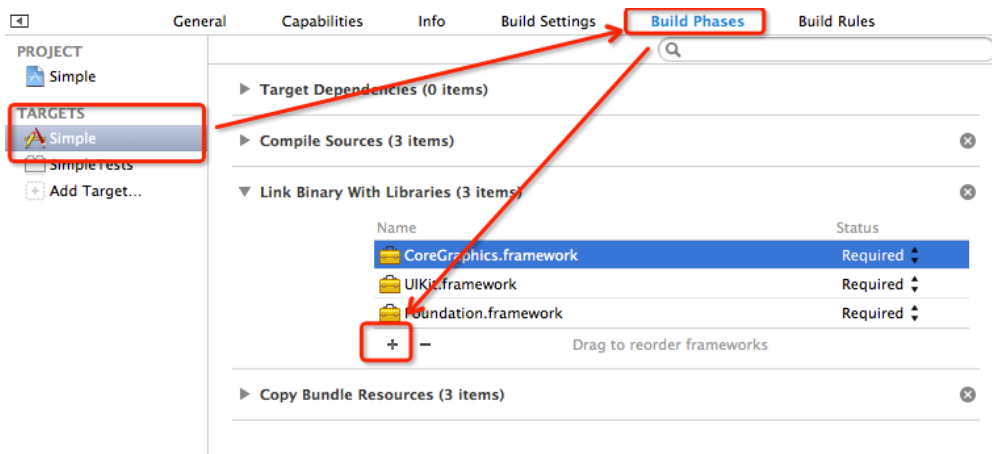


## 0.Requirements

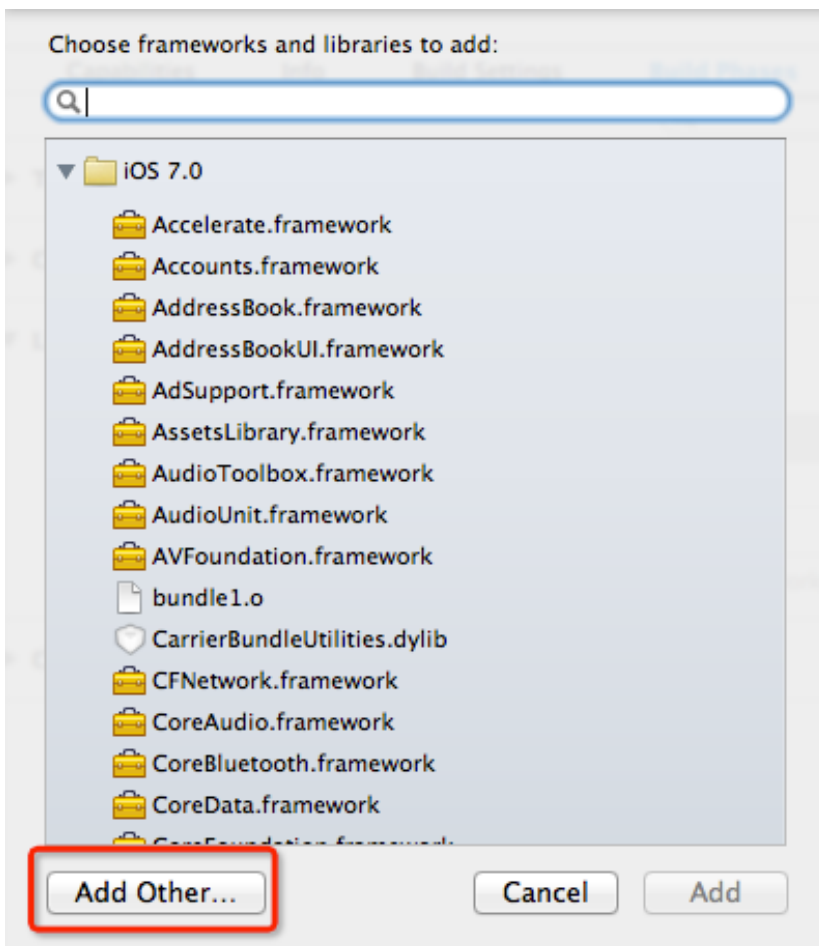
To use AsReader you have to add ExternalAccessory.framework to your project.

### 1. Add AsReader SDK framework to your project.

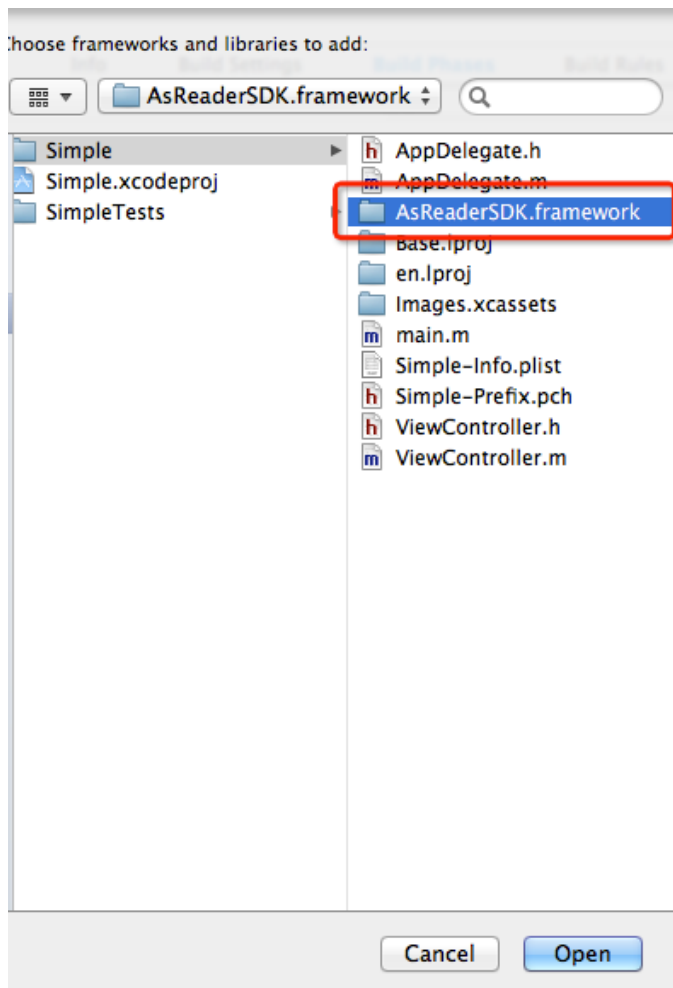
1.1 Click target -> Build phases -> Link Binary With Libraries -> +



1.2 Click “Add Other ...” at the bottom of the popup.

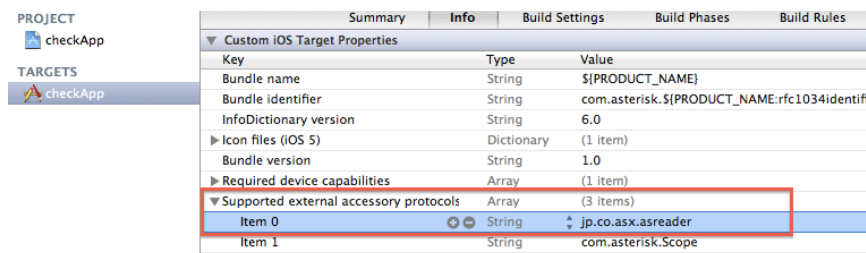


1.3 Find “AsReaderSDK.framework” and click “Open”



## 2. Set your project to support AsReader Protocol

2.1 Add protocol "jp.co.asx.asreader" to Supported external accessory protocols.



## 3. Play with AsReader

Now we can make use of AsReaderSDK to implement barcode scanning function.

3.1 First, import the header file like this: `#import <AsReaderSDK/AsReaderSDK.h>`

3.2 Next, implement the AsReaderDelegate protocol

Declare a global AsReader object like this: `AsReaderSDK *asReader;`

```

Simple > Simple > ViewController.h > @interface ViewController
//
// ViewController.h
// Simple
//
// Created by SF on 14-1-16.
// Copyright (c) 2014年 SF. All rights reserved.
//

#import <UIKit/UIKit.h>
#import <AsReaderSDK/AsReaderSDK.h>

@interface ViewController : UIViewController<AsReaderDelegete>{
    AsReaderSDK *asReader;
}

@end

```

3.3 In the viewDidLoad method, we initialize the asReader object. And set self as delegate.

```

18 - (void)viewDidLoad
19 {
20     [super viewDidLoad];
21     // Do any additional setup after loading the view, typically from a
    nib.
22     asReader = [[AsReaderSDK alloc] init];
23     [asReader setDelegate:self];
24 }

```

3.4 Finally, implement the AsReaderDelegate's onBarcodeScanned method, this is where the scanned barcode will come in as a NSString, so we can consume the barcode here.

```

31 #pragma mark - AsReaderDelegate Method
32 - (void)onBarcodeScanned:(NSString *)value{
33     [_barcodeResult setText:value];
34 }

```