

PSTricks

pst-barcode

A PSTricks package for drawing bar codes; v.0.07

August 27, 2009

Documentation by
Herbert Voß

Package author(s):
Terry Burton
Herbert Voß

Contents

1	Introduction	4
2	The options	4
2.1	The TeX options	4
2.2	The PostScript options	5
2.3	Examples for the TeX options	5
2.4	Examples for the PostScript options	6
3	Usage	6
4	Possible barcodes	7
4.1	EAN-13	7
4.2	EAN-8	7
4.3	UPC-A	8
4.4	UPC-E	8
4.5	EAN-5	8
4.6	EAN-2	9
4.7	oncode	9
4.8	ISBN	10
4.9	Code-39	10
4.10	Code-128 and UCC/EAN-128	11
4.11	Rationalized Codabar	11
4.12	Interleaved 2 of 5 and ITF-14	12
4.13	Code 2 of 5	12
4.14	Postnet	12
4.15	Royal Mail	13
4.16	Kix (Customer index) – Dutch Mail	13
4.17	Australian postal service	13
4.18	Japan post service	14
4.19	oncode	14
4.20	Symbol	14
4.21	MSI	15
4.22	Plessey	15
4.23	Reduced Space Symbology (RSS)	16
4.24	Pharmacode	16
4.25	PDF417	16
4.26	Data matrix	17
4.27	2D Maxi code	17
4.28	QR Code	18
4.29	Aztec Code	19
4.30	itf14	19
4.31	qrcode	19
4.32	PDF417	19

5 Code Commentary	20
5.1 The Barcode Data Structure	20
5.2 An Encoder	20
5.3 The Renderer	23
5.4 Notes Regarding Coding Style	24
5.5 Installing the Barcode Generation Capability into a Printer's Virtual Machine	25
6 List of all optional arguments for pst-barcode	25
References	25

1 Introduction

The `pstricks` package provides (essentially) one macro for printing barcodes. The type of the code is defined by a parameter and passed to `postscript`. To install the package put the three files in a place, where \TeX will search for the files:

<i>name</i>	<i>meaning</i>	<i>target dir</i>
<code>pst-barcode.tex</code>	\LaTeX style file – wrapper	<code>\$LOCALTEXMF/tex/generic/pstricks/</code>
<code>pst-barcode.sty</code>	\TeX file – PS interface	<code>\$LOCALTEXMF/tex/latex/pstricks/</code>
<code>pst-barcode.pro</code>	PostScript file	<code>\$LOCALTEXMF/dvips/pstricks/</code>
<code>pst-barcode-doc.tex</code>	documentation source	<code>\$LOCALTEXMF/doc/pstricks/</code>
<code>pst-barcode-doc.bib</code>	bibliography source	<code>\$LOCALTEXMF/doc/pstricks/</code>
<code>pst-barcode-doc.pdf</code>	documentation	<code>\$LOCALTEXMF/doc/pstricks/</code>

There is only one macro `\psbarcode` with the usual `PSTricks` syntax

```
\psbarcode [Options] {PS options}{barcode type}
```

Important is the fact, that the barcode is printed in a \TeX box of zero dimension. If you want to save some space in your text, use the `pspicture` environment or the `\makebox` macro.

2 The options

2.1 The \TeX options

<i>name</i>	<i>default</i>	<i>remarks</i>
<code>transx</code>	0	horizontal shift
<code>transy</code>	0	vertical shift
<code>scalex</code>	1	horizontal scaling
<code>scaley</code>	1	vertical scaling
<code>rotate</code>	0	rotating angle in degrees

2.2 The PostScript options

<i>name</i>	<i>default</i>	<i>remarks</i>
height	1	dimension is inch
textsize	10	dimension is pt
textpos	-2	dimension is pt; it is the shift for additional code text
inkspread	0.15	dimension is pt
showborder	-	-
borderwidth	0.5	dimension in pt
borderleft	10	dimension in pt
borderright	10	dimension in pt
bordertop	1	dimension in pt
borderbottom	1	dimension in pt
borderwidth	0.5	dimension in pt
width	-	dimension in inch
font	/Helvetica	must be a PostScript font
includetext	-	enable human readable text
includecheck	-	enable check digit
includecheckintext	-	check digit visible in text
parse	-	parse variable field für decimal values, like ^032 for space, and convert them to ASCII

2.3 Examples for the TeX options



```

1 \begin{pspicture}(3.5,1.2in)
2 \psbarcode{12345678}{includetext}{ean8}
3 \end{pspicture}
4 \begin{pspicture}(-2,-1.5)(0.5,0.2in)
5 \psbarcode[rotate=180,linecolor=red]{12345678}{includetext guardwhitespace height
6   =0.6}{ean8}
7 \end{pspicture}
8 \begin{pspicture}(3.5,1.2in)
9 \psbarcode[scalex=1.5,scaley=0.5,transy=20]{12345678}{includetext inkspread=0.5}{ean
10 8}
11 \end{pspicture}

```

2.4 Examples for the PostScript options



```

1 \begin{pspicture}(3.5,1.2in)
2 \psbarcode{12345678}{includetext guardwhitespace height=0.6}{ean8}
3 \end{pspicture}
4 \begin{pspicture}(3.5,1.2in)
5 \psbarcode{12345678}{textsize=15 includetext guardwhitespace height=0.6}{ean8}
6 \end{pspicture}
7 \begin{pspicture}(3.5,1.2in)
8 \psbarcode{12345678}{includetext inksread=0.5}{ean8}
9 \end{pspicture}
10 \begin{pspicture}(3.5,1.2in)
11 \psbarcode{12345678}{includetext textpos=0}{ean8}
12 \end{pspicture}

```



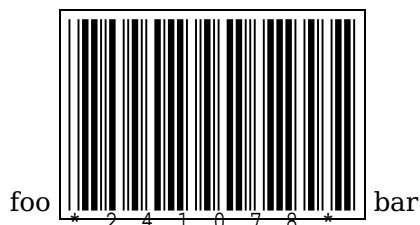
```

1 \begin{pspicture}(3.5,1.2in)
2 \psbarcode{12345678}{includetext guardwhitespace}{ean8}
3 \end{pspicture}
4 \begin{pspicture}(3.5,1.2in)
5 \psbarcode{12345678}{textsize=15 includetext guardwhitespace width=2}{ean8}
6 \end{pspicture}

```

3 Usage

By default the barcode has a width and a height of zero. Using the `\parbox` macro or the `pspicture` environment can reserve the needed space for the barcode. The `\fbox` in the following examples is used only for demonstration.



```

1 foo
2 \fbox{%
3 \parbox[b][1in]{1.5in}{\psbarcode
4 {241078}{includetext width=1.5
   height=1}{code39}}
5 bar

```



```

1 foo
2 \fbox{%
3 \begin{pspicture}(0,-8pt)(1.5in,1in)
4 \psbarcode{241078}{includetext width
5 =1.5 height=1}{code39}
6 \end{pspicture}}
7 bar

```

4 Possible barcodes

The following section shows the symbologies that are supported by the encoders, including the available features for each. This list may not be up-to-date. If it does not contain any of the formats or features that you require then check the project source code or try the support mailing list.

4.1 EAN-13

Characters 0123456789

Data 12 or 13 digits

Options

Option	Feature
<code>includetext</code>	Enable human readable text

Notes If just 12 digits are entered then the check digit is calculated automatically



```

1 \begin{pspicture}(3,1.2in)
2 \psbarcode[scalex=0.8,scaley=0.8]{9781860742712}{
3 includetext guardwhitespace}{ean13}
4 \end{pspicture}

```

4.2 EAN-8

Characters 0123456789

Data 8 digits

Options

Option	Feature
<code>includetext</code>	Enable human readable text



```

1 \begin{pspicture}(-2,-1.2)(0,0.2in)
2 \psbarcode[rotate=180,linecolor=red]{12345678}{
3 includetext guardwhitespace height=0.6}{ean8}
4 \end{pspicture}

```

4.3 UPC-A

Characters 0123456789

Data 11 or 12 digits

Options

Option	Feature
includetext	Enable human readable text

Notes If just 11 digits are entered then the check digit is calculated automatically



```

1 \begin{pspicture}(3,1.2in)
2 \psbarcode[transx=15pt,transy=10pt]{78858101497}{
3   includetext}{upca}
4 \qdisk(0,0){3pt}\rput[lb](5pt,-10pt){Origin}
5 \end{pspicture}

```

4.4 UPC-E

Characters 0123456789

Data 7 or 8 digits

Options

Option	Feature
includetext	Enable human readable text

Notes If just 7 digits are entered then the check digit is calculated automatically



```

1 \begin{pspicture}(1.5,1.2in)
2 \psbarcode{0123456}{includetext}{upce}
3 \end{pspicture}

```

4.5 EAN-5

Characters 0123456789

Data 5 digits

Options

Option	Feature
includetext	Enable human readable text



```

1 \begin{pspicture}(2,1in)
2 \psbarcode{90200}{includetext guardwhitespace}{ean5}
3 \end{pspicture}

```

4.6 EAN-2

Characters 0123456789

Data 2 digits

Options

Option	Feature
includetext	Enable human readable text



```

1 \begin{pspicture}(1,1in)
2 \psbarcode{38}{includetext guardwhitespace}{ean2}
3 \end{pspicture}

```

4.7 onecode

Characters 0123456789

Data Variable

Options

Option	Feature
includetext	Enable human readable text



```

1 \begin{pspicture}(0,-5mm)(2.5in,0.3in)
2 \psbarcode{0123456709498765432101234567891}{includetext}{oncode}
3 \end{pspicture}

```

4.8 ISBN

An ISBN symbol is really an EAN-13 with a particular prefix, 978 for the older ISBN-10 format, and others for the new ISBN-13 format.

Characters -0123456789

Data 9 or 10 digits for ISBN-10 separated appropriately with dashes

Data 12 or 13 digits for ISBN-13 separated appropriately with dashes

Options

Option	Feature
<code>includetext</code>	Enable human readable text

Notes If just 9 (ISBN-10) or 12 (ISBN-13) digits are entered then the human readable, ISBN check digit is calculated automatically



```
\begin{pspicture}(3,1in)
\psbarcode{3-86541-114}{includetext guardwhitespace}{
isbn}
\end{pspicture}
```



```
\begin{pspicture}(3,1in)
\psbarcode{978-3-86541-114}{includetext guardwhitespace
}{isbn}
\end{pspicture}
```

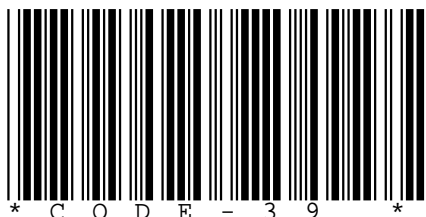
4.9 Code-39

Characters 0123456789ABCDEFGHIJKLMN0PQRSTUVWXYZ - . \$/

Data Variable number of characters, digits and any of the symbols - . *\$/+%.

Options

Option	Feature
<code>includecheck</code>	Enable check digit
<code>includetext</code>	Enable human readable text
<code>includecheckintext</code>	Make check digit visible in text



```
\begin{pspicture}(5,1in)
\psbarcode{CODE-39}{includecheck
includetext}{code39}
\end{pspicture}
```

4.10 Code-128 and UCC/EAN-128

Characters !"#%&'(\)*+,-./0...9:;<=>?@A...Z[\]^_`a...z{|}~

Data Variable number of ASCII characters and special function symbols, starting with the appropriate start character for the initial character set. UCC/EAN-128s must have a mandatory FNC 1 symbol immediately following the start character.

Options

Option	Feature
includetext	Enable human readable text
includecheckintext	Make check digit visible in text

Notes Any non-printable character can be entered via its escaped ordinal value, for example `^070` for ACK and `^102` for FNC 1. Since a caret symbol serves as an escape character it must be escaped as `^062` if used in the data. The check character is always added automatically.



```
\begin{pspicture}(5,1in)
\psbarcode{^104^102Count
^0991234^101!}{includetext}{code128}
\end{pspicture}
```

4.11 Rationalized Codabar

Characters 0123456789-\$/ .+ABCD

Data Variable number of digits and any of the symbols -\$/ .+ABCD.

Options

Option	Feature
includecheck	Enable check digit
includetext	Enable human readable text
includecheckintext	Make check digit visible in text



```
\begin{pspicture}(4,1in)
\psbarcode{0123456789}{includetext}{
rationalizedCodabar}
\end{pspicture}
```

4.12 Interleaved 2 of 5 and ITF-14

Characters 0123456789

Data Variable number of digits. An ITF-14 is 14 characters and does not have a check digit.

Options

Option	Feature
includecheck	Enable check digit
includetext	Enable human readable text
includecheckintext	Make check digit visible in text

Notes The data may be automatically prefixed with 0 to make the data, including optional check digit, of even length.



```

1 \begin{pspicture}(5,0.7in)
2 \psbarcode{05012345678900}{
   includecheck height=0.7}{interleaved
   2of5}
3 \end{pspicture}

```

4.13 Code 2 of 5

Characters 0123456789

Data Variable number of digits

Options

Option	Feature
includetext	Enable human readable text



```

1 \begin{pspicture}(5,1.2in)
2 \psbarcode{0123456789}{includetext
   textpos=75 textfont=Helvetica
   textsize=16}{code2of5}
3 \end{pspicture}

```

4.14 Postnet

Characters 0123456789

Data Variable number digits

Options

Option	Feature
includetext	Enable human readable text
includecheckintext	Make the check digit visible in the text

Notes Check digit is always added automatically



```

1 \begin{pspicture}(7,0.3in)
2 \psbarcode{01234567}{
3   includetext textpos=-10
4   textfont=Arial textsize=10}{
5   postnet}
6 \end{pspicture}

```

4.15 Royal Mail

Characters ZUVWXY501234B6789AHCEFGNIJKLMTOPQRS

Data Variable number digits and capital letters

Options

Option	Feature
<code>includetext</code>	Enable human readable text
<code>includecheckintext</code>	Make the check digit visible in the text

Notes Check digit is always added automatically



```

1 \begin{pspicture}(5,0.5in)
2 \psbarcode{LE28HS9Z}{includetext}{
3   royalmail}
4 \end{pspicture}

```

4.16 Kix (Customer index) – Dutch Mail

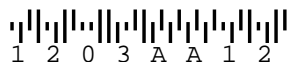
Characters ZUVWXY501234B6789AHCEFGNIJKLMTOPQRS

Data Variable number digits and capital letters

Options

Option	Feature
<code>includetext</code>	Enable human readable text

Notes Check digit is always added automatically



```

1 \begin{pspicture}(5,0.3in)
2 \psbarcode{1203AA12}{includetext}{kix}
3 \end{pspicture}

```

4.17 Australian postal service

Characters ZUVWXY501234B6789AHCEFGNIJKLMTOPQRSabc...xyz

Data Variable number digits and letters

Options

Option	Feature
<code>includetext</code>	Enable human readable text
<code>includecheckintext</code>	Make the check digit visible in the text



```

1 \begin{pspicture}(5,0.3in)
2 \psbarcode{1139549554}{includetext}{
3   auspost}
4 \end{pspicture}

```

4.18 Japan post service

Characters ZUVWXY501234B6789AHCDEFGNIJKLMTOPQRSabc...xyz

Data Variable number digits and letters

Options

Option	Feature
<code>includetext</code>	Enable human readable text
<code>includecheckintext</code>	Make the check digit visible in the text



```

1 \begin{pspicture}(0,-5mm)(7,0.5in)
2 \psbarcode{6540123789-A-K-Z}{includetext textxalign=center}{japanpost}
3 \end{pspicture}

```

4.19 onecode

Characters 0123456789

Data Variable number digits



```

1 \begin{pspicture}(0,-5mm)(5,0.3in)
2 \psbarcode{0123456709498765432101234567891}{includetext}{oncode}
3 \end{pspicture}

```

4.20 Symbol

The purpose of the symbol encoder is to store the definitions of miscellaneous barcode symbols such as the FIM symbols used by the US Postal Service on their reply mail.



```

1 \begin{pspicture}(1cm,1.5cm)
2 \psbarcode{fima}{}{symbol}
3 \end{pspicture}

```



```

1 \begin{pspicture}(1cm,1.5cm)
2 \psbarcode{fimb}{}{symbol}
3 \end{pspicture}

```



```

1 \begin{pspicture}(1cm,1.5cm)
2 \psbarcode{fimc}{}{symbol}
3 \end{pspicture}

```



```

1 \begin{pspicture}(1cm,1.5cm)
2 \psbarcode{fimd}{}{symbol}
3 \end{pspicture}

```

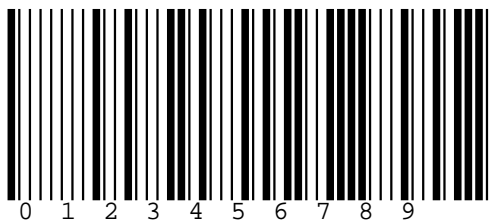
4.21 MSI

Characters 0123456789

Data Variable number digits

Options

Option	Feature
<code>includecheck</code>	Enable check digit
<code>includetext</code>	Enable human readable text
<code>includecheckintext</code>	Make check digit visible in the text



```

1 \begin{pspicture}(6,1in)
2 \psbarcode{0123456789}{includecheck
3 includetext}{msi}
4 \end{pspicture}

```

4.22 Plessey

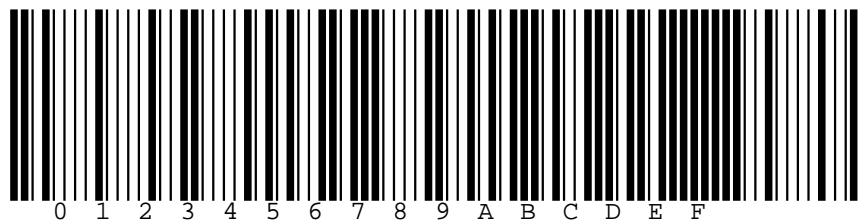
Characters 01234B6789ABCDEF

Data Variable number of hexadecimal characters

Options

Option	Feature
<code>includetext</code>	Enable human readable text
<code>includecheckintext</code>	Make the check digits visible in the text

Notes Check digits are always added automatically.



```

1 \begin{pspicture}(0,-2mm)(12,1in)
2 \psbarcode{0123456789ABCDEF}{includetext}{plessey}
3 \end{pspicture}

```

4.23 Reduced Space Symbology (RSS)

This is a family that includes RSS-14®, RSS Limited®, and RSS Expanded® (<http://www.gs1.org/productssolutions/barcodes/technical/rss.html>). RSS-14 and RSS Limited encode Global Trade Item Numbers (GTINs). RSS Expanded will encode any of the GS1 System identification numbers as well as all other Application Identifiers. RSS is used in the healthcare industry.

Characters 0123456789

Data Variable number digits

rss14



```
\begin{pspicture}(12,.3in)
\psbarcode{(01)24012345678905}{format=truncated
  includetext height=0.3}{rss14}
\end{pspicture}
```

rsslimited



```
\begin{pspicture}(12,.3in)
\psbarcode{(01)15012345678907}{height=0.3}{rsslimited}
\end{pspicture}
```

rssexpanded



```
\begin{pspicture}(12,.3in)
\psbarcode{(10)12A}{height=0.3}{rssexpanded}
\end{pspicture}
```

4.24 Pharmacode

For a documentation see <http://www.laetus.com/laetus.php?request=file&id=69>.

Characters 0123456789

Data Variable number digits



```
\begin{pspicture}(12,.3in)
\psbarcode{117480}{{pharmacode}
\end{pspicture}
```

4.25 PDF417

For a documentation see <http://de.wikipedia.org/wiki/Strichcode#PDF417>.

Characters 0123456789

Data Variable number characters



```
\begin{pspicture}(2in,0.3in)
\psbarcode{^453^178^121^239}{columns=2 rows=10}{pdf417}
\end{pspicture}
```


4.26 Data matrix

For a documentation see <http://de.wikipedia.org/wiki/Strichcode#DataMatrix>. It is used for the german post company DHL.

Characters extended ASCII

Data Variable number characters



```
\begin{pspicture}(1in,1in)
\psbarcode{Herbert Voss ^142^164^186}{rows=48 columns=48 parse}{datamatrix}
\end{pspicture}
```

4.27 2D Maxi code

For a documentation see <http://www.logicalconcepts.eu/wDeutsch/autoid/barcodetypen/index.html?navid=21>. MaxiCode is a fixed-sized two-dimensional symbology created by the United Parcel Service that is primarily used for freight sortation and tracking. It's symbols have modules arranged in a hexagonal grid around a circular finder pattern which can be read omnidirectionally.

- MaxiCode has five alphabets A, B, C, D and E, each containing 64 characters.
 - Alphabet A contains mostly upper case letters, numbers and some common ASCII symbols.
 - Alphabet B contains mostly lower case letters and common ASCII symbols.
 - Alphabet C contains mostly upper case letters from the extended ASCII character set and less common ASCII symbols.
 - Alphabet D contains mostly lower case letters from the extended ASCII character set and less common ASCII symbols.
 - Alphabet E contains mostly the special ASCII characters and unprintable symbols.
- Non-printable/typable characters can be entered as their escaped ordinal values, e.g. `^028` for FS and `^059` for [shift B], etc.
- The symbol always starts in alphabet A which is suitable for the most basic contents.
- You can switch the working alphabet within the data using the [latch B], [latch A], ... characters.
- You can temporarily shift to another alphabet for a varying number of characters using the [shift A], [2 shift A], [3 shift A], ... characters.
- You can remain in an alphabet to which you have shifted using the [lock in C], [lock in D], ... characters.

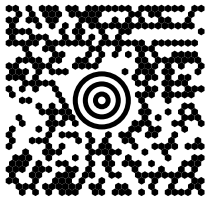
- There are also more advanced features for encoding for which a thorough reading of the specification is required as these cannot be described succinctly here.

The modes:

- Mode 0 - Obsolete. (Older printers will produce Mode 0 if the firmware is outdated. Mode 0 MaxiCodes can be visually determined by examining the two horizontal hexagons in the upper right-hand corner. They will be white if the Mode is 0. For all other modes, they are black.)
- Mode 2 - Used for Numeric postal codes. (Primary use is US domestic destinations.)
- Mode 3 - Used for Alphanumeric postal codes. (Primary use is Int'l destinations.)
- Mode 4 - Standard Error Correction.
- Mode 5 - Enhanced Error Correction.
- Mode 6 - Used for programming hardware devices.

Characters @ABCDEFGHIJKLMN0PQRSTUVWXYZ0123456789

Data Variable number characters



```
\begin{pspicture}(1in,1in)
\expandafter\psbarcode{[\string\]>^03001^02996152382802^029840^029001^0291Z
00004951^029UPSN^02906X610^029159^0291234567^0291/1^029^029Y^029634 ALPHA DR
^029PITTSBURGH^029PA^029^004}{mode=2 parse}{maxicode}
\end{pspicture}
```

4.28 QR Code

A QR Code (Quick Response) is a 2 dimensional matrix code created by Japanese corporation Denso-Wave in 1994 (http://de.wikipedia.org/wiki/QR_Code).

Characters 0123456789

Data Variable number characters



```
\begin{pspicture}(1in,1in)
\psbarcode{http://www.dante.de}{qrcode}
\end{pspicture}
```

4.29 Aztec Code

Aztec Code is a 2 dimensional matrix style bar code symbology. Aztec Code was invented by Andrew Longacre (USA) in 1995 (http://de.wikipedia.org/wiki/Aztec_Code).

Characters 0123456789

Data Variable number characters



```
\begin{pspicture}(1in,1in)
\psbarcode{0123456789}%
{format=compact layers=3}{azteccode}
\end{pspicture}
```

4.30 itf14

Characters 0123456789

Data Variable number characters



```
\begin{pspicture}(1in,1in)
\psbarcode{1001234567890}{showborder borderwidth=4 borderleft=15
borderright=15 height=0.5 includecheck includetext includecheckintext
textyoffset=-10}{interleaved2of5}
\end{pspicture}
```

4.31 qrcode

Characters 0123456789

Data Variable number characters



```
\begin{pspicture}(1in,1in)
\psbarcode{http://www.dante.de}{eclevel=M}{qrcode}
\end{pspicture}
```

4.32 PDF417

Characters 0123456789

Data Variable number characters



```
\begin{pspicture}(1in,1in)
\psbarcode{^453^178^121^239}%
{columns=2 rows=10}{pdf417}
\end{pspicture}
```

5 Code Commentary

This commentary assumes familiarity with the PostScript language¹.

The code is split cleanly into two types of procedure:

The encoders Each of these represents a barcode symbology², e.g. EAN-13 or Code-128. It takes a string containing the barcode data and a string containing a list of options that modify the output of the encoder. It generates a structured representation of the barcode and its text for the symbology, including the calculation of check digits where necessary.

The renderer This takes the output of an encoder and generates a visual representation of the barcode.

This means that all barcodes can be generated simply in a similar manner:

```
1 (78858101497) (includetext height=0.6) upca barcode
2 (0123456789) (includecheck) interleaved2of5 barcode
```

5.1 The Barcode Data Structure

The following table describes the structured representation of a barcode that is passed by an encoder to the renderer as a dictionary when the PostScript is executed.

Element	Key	Value
Space bar succession	sbs	String containing the integer widths, in points, of each bar and space, starting with the leftmost bar.
Bar height succession	bhs	Array containing the height of each bar in inches, starting with the leftmost bar.
Bar base succession	bbs	Array containing the offset of the base of each bar in inches, starting with the leftmost bar.
Human readable text	txt	Array of arrays that contain the character, position, height, font and scale factor (font size), in points, for each of the visible text characters.

5.2 An Encoder

The procedure labelled `code2of5` is a simple example of an encoder, which we will now consider. Its purpose is to accept as input a string containing the barcode contents and a string containing a list of options, and to process these in a way that is specific to

¹ The PostScript Language Tutorial and Cookbook (a.k.a. the Blue Book), which is freely available online, serves as both a useful tutorial and reference manual to the language.

² By symbology we mean an accepted standard for representation of data as a barcode

this encoder, and finally to output an instance of the dictionary-based data structure described in section 5.1 that represents the barcode contents in the Code 2 of 5 symbology.

As with all of the encoders, the input string is assumed to be valid for the corresponding symbology, otherwise the behaviour is undefined.

The variables that we use in this procedure are confined to local scope by declaring the procedure as follows:

```

1 /code2of5 {
2
3   0 begin
4
5   ...
6
7   end
8
9 } bind def
10 /code2of5 load 0 1 dict put

```

We start by immediately reading the contents strings that are passed as arguments to this procedure by the user.

```

1 /options exch def
2 /barcode exch def

```

We initialise a few default variables. Those variables corresponding to options that can be enabled with the options argument are initially set to false.

```

1 /includetext false def
2 /textfont /Courier def
3 /textsize 10 def
4 /textpos -7 def
5 /height 1 def

```

The options string is tokenised with each successive token defining either a name value pair which we instantiate or a lone variable that we define as true, allowing us to override the given default variables given above.

```

1 options {
2   token false eq {exit} if dup length string cvs (=) search
3   true eq {cvlit exch pop exch def} {cvlit true def} ifelse
4 } loop

```

Since any user given options create variables that are strings we need to convert them back to their intended types.

```

1 /textfont textfont cvlit def
2 /textsize textsize cvr def
3 /textpos textpos cvr def
4 /height height cvr def

```

We then create an array of string encodings for each of the available characters which we then declare in another string. This information can be derived from careful reading of the relevant specification, although this is often surprisingly difficult to obtain.

```

1 /encs
2 [ (1111313111) (3111111131) (1131111131) (3131111111)
3   (1111311131) (3111311111) (1131311111) (1111113131)
4   (3111113111) (1131113111) (313111) (311131)
5   ] def
6
7 /barchars (0123456789) def

```

We now store the length of the content string and calculate the total number of bars and spaces in the resulting barcode. We initialise a string of size dependant on this length into which we will build the space bar succession. Similarly, we create an array into which we will add the human readable text information.

```

1 /barlen barcode length def
2 /sbs barlen 10 mul 12 add string def
3 /txt barlen array def

```

We now begin to populate the space bar succession by adding the encoding of the start character to the beginning.

```

1 sbs 0 encs 10 get putinterval

```

We now enter the main loop which iterates over the content string from start to finish, looking up the encoding for each character, adding this to the space bar succession.

It is important to understand how the encoding for a given character is derived. Firstly, given a character, we find its position in the string of all available characters. We then use this position to index the array of character encodings to obtain the encoding for the given character, which is added to the space/bar succession. Likewise, the character is added to the array of human readable text along with positioning and font information.

```

1 0 1 barlen 1 sub {
2   /i exch def
3   barcode i 1 getinterval barchars exch search
4   pop
5   length /indx exch def
6   pop pop
7   /enc encs indx get def
8   sbs i 10 mul 6 add enc putinterval
9   txt i [barcode i 1 getinterval i 14 mul 10 add -7
10    textfont textsize] put
11 } for

```

The encoding for the end character is obtained and added to the end of the space bar succession.

```

1 sbs barlen 10 mul 6 add encs 11 get putinterval

```

Finally we prepare to push a dictionary containing the space bar succession (and any additional information defined in section 5.1) that will be passed to the renderer.

```

1 /retval 1 dict def
2 retval (sbs) sbs put
3 retval (bhs) [sbs length 1 add 2 idiv {height} repeat] put

```

```

4   retval (bbs) [sbs length 1 add 2 idiv {0} repeat] put
5   includetext {
6     retval (txt) txt put
7   } if
8   retval

```

5.3 The Renderer

The procedure labelled barcode is known as the renderer, which we now consider. Its purpose is to accept as input an instance of the dictionary-based data structure described in section 5.1 that represents a barcode in some arbitrary symbology and produce a visual rendering of this at the current point.

The variables that we use in this procedure are confined to local scope by declaring the procedure as follows:

```

1 /barcode {
2
3   0 begin
4
5   ...
6
7   end
8
9 } bind def
10 /barcode load 0 1 dict put

```

We then immediately read the dictionary-based data structure which is passed as a single argument to this procedure by an encoder, from which we extract the space bar succession, bar height succession and bar base succession.

```

1 /args exch def
2 /sbs args (sbs) get def
3 /bhs args (bhs) get def
4 /bbs args (bbs) get def

```

We attempt to extract from the dictionary the array containing the information about human readable text. However, this may not exist in the dictionary in which case we create a default empty array.

```

1 args (txt) known
2 {
3   /txt args (txt) get def
4 }
5 {
6   /txt [] def
7 } ifelse

```

We have extracted or derived all of the necessary information from the input, and now use the space bar succession, bar height succession and bar base succession in calculations that create a single array containing elements that give coordinates for each of the bars in the barcode.

We start by creating a bars array that is half the length of the space bar succession. We build this by repeatedly adding array elements that contain the height, x-coordinate, y-coordinate and width of single bars. The height and y-coordinates are

read from the bar height succession and the bar base succession, respectively, whilst the x-coordinate and the width are made from a calculation of the total indent, based on the space bar succession and a compensating factor that accounts for ink spread.

```

1  /bars sbs length 1 add 2 idiv array def
2  /x 0.00 def
3  0 1 sbs length 1 sub {
4    /i exch def
5    /d sbs i get 48 sub def
6    i 2 mod 0 eq
7    {
8      /h bhs i 2 idiv get 72 mul def
9      /c d 2 div x add def
10     /y bbs i 2 idiv get 72 mul def
11     /w d 0.15 sub def
12     bars i 2 idiv [h c y w] put
13   } if
14   /x x d add def
15 } for

```

Finally, we perform the actual rendering in two phases. Firstly we use the contents of the bars array that we just built to render each of the bars, and secondly we use the contents of the text array extracted from the input argument to render the text. We make an efficiency saving here by not performing loading and rescaling of a font if the scale factor for the font size is 0. The graphics state is preserved across calls to this procedure to prevent unexpected interference with the users environment.

```

1  gsave
2
3  bars {
4    {} forall
5    setlinewidth moveto 0 exch rlineto stroke
6  } forall
7
8  txt {
9    {} forall
10   dup 0 ne {exch findfont exch scalefont setfont}
11   {pop pop}
12   ifelse
13   moveto show
14 } forall
15
16 grestore

```

5.4 Notes Regarding Coding Style

PostScript programming veterans are encouraged to remember that the majority of people who read the code are likely to have little, if any, prior knowledge of the language.

To encourage development, the code has been written with these goals in mind:

- That it be easy to use and to comprehend
- That it be easy to modify and enhance

To this end the following points should be observed for all new code submissions:

- New encoders should be based on the code of a similar existing encoder
- Include comments where these clarify the operations involved, particular where something unexpected happens
- Prefer simplicity to efficiency and clarity to obfuscation, except where this will be a problem

5.5 Installing the Barcode Generation Capability into a Printer's Virtual Machine

Most genuine PostScript printers allow procedures to be defined such that they persist across different jobs through the use of the `exitserver` command. If your printer supports this then you will be able to print the main code containing the definitions of all the encoders and the renderer once, e.g. soon after the device is turned on, and later omit these definitions from each of the barcode documents that you print.

To install the barcode generation capabilities into the virtual machine of a PostScript printer you need to uncomment a line near the top of the code so that it reads:

```
1 serverdict begin 0 exitserver
```

Once this code is printed the procedural definitions for the encoders and the renderer will remain defined across all jobs until the device is reset either by power-cycling or with the following code:

```
1 serverdict begin 0 exitserver systemdict /quit get exec
```

6 List of all optional arguments for `pst-barcode`

Key	Type	Default
<code>transx</code>	ordinary	0
<code>transy</code>	ordinary	0
<code>scalex</code>	ordinary	1
<code>scaley</code>	ordinary	1
<code>rotate</code>	ordinary	0

References

- [1] Hendri Adriaens. `xkeyval` package. CTAN:/macros/latex/contrib/xkeyval, 2004.
- [2] Denis Girou. Présentation de PStricks. *Cahier GUTenberg*, 16:21–70, April 1994.
- [3] Michel Goosens, Frank Mittelbach, Sebastian Rahtz, Denis Roegel, and Herbert

- Voß. *The L^AT_EX Graphics Companion*. Addison-Wesley Publishing Company, Reading, Mass., 2007.
- [4] Alan Hoenig. *T_EX Unbound: L^AT_EX & T_EX Strategies, Fonts, Graphics, and More*. Oxford University Press, London, 1998.
- [5] Laura E. Jackson and Herbert Voß. Die plot-funktionen von pst-plot. *Die T_EXnische Komödie*, 2/02:27–34, June 2002.
- [6] Nikolai G. Kollock. *PostScript richtig eingesetzt: vom Konzept zum praktischen Einsatz*. IWT, Vaterstetten, 1989.
- [7] Frank Mittelbach and Michel Goosens et al. *The L^AT_EX Companion*. Addison-Wesley Publishing Company, Boston, second edition, 2004.
- [8] Frank Mittelbach and Michel Goosens et al. *Der L^AT_EX Begleiter*. Pearson Education, München, zweite edition, 2005.
- [9] Herbert Voß. *Chaos und Fraktale selbst programmieren: von Mandelbrotmengen über Farbmanipulationen zur perfekten Darstellung*. Franzis Verlag, Poing, 1994.
- [10] Herbert Voß. Die mathematischen Funktionen von PostScript. *Die T_EXnische Komödie*, 1/02, March 2002.
- [11] Herbert Voß. *PSTricks Grafik für T_EX und L^AT_EX*. DANTE – Lob.media, Heidelberg/Hamburg, fifth edition, 2008.
- [12] Herbert Voß. *Mathematiksatz in L^AT_EX*. Lehmanns Media/DANTE, Berlin/Heidelberg, first edition, 2009.
- [13] Timothy Van Zandt. *PSTricks - PostScript macros for generic T_EX*. <http://www.tug.org/application/PSTricks>, 1993.
- [14] Timothy Van Zandt. *multido.tex - a loop macro, that supports fixed-point addition*. CTAN:/graphics/pstricks/generic/multido.tex, 1997.
- [15] Timothy Van Zandt. *pst-plot: Plotting two dimensional functions and data*. CTAN:graphics/pstricks/generic/pst-plot.tex, 1999.
- [16] Timothy Van Zandt and Denis Girou. Inside PSTricks. *TUGboat*, 15:239–246, September 1994.

Index

borderbottom, 5
borderleft, 5
borderright, 5
bordertop, 5
borderwidth, 5

code39, 6

ean13, 7

ean2, 9

ean5, 8

ean8, 7

Environment

 pspicture, 4, 6

\fbox, 6

font, 5

height, 5

includecheck, 5

includecheckintext, 5

includetext, 5

inkspread, 5

isbn, 10

Keyword

 rotate, 4

 scalex, 4

 scaley, 4

 transx, 4

 transy, 4

Macro

 \fbox, 6

 \makebox, 4

 \parbox, 6

 \psbarcode, 4

\makebox, 4

oncode, 9

Package

 pstricks, 4

\parbox, 6

parse, 5

PostScript

 borderbottom, 5

 borderleft, 5

 borderright, 5

 bordertop, 5

 borderwidth, 5

 code39, 6

 ean13, 7

 ean2, 9

 ean5, 8

 ean8, 7

 font, 5

 height, 5

 includecheck, 5

 includecheckintext, 5

 includetext, 5

 inkspread, 5

 isbn, 10

 oncode, 9

 parse, 5

 showborder, 5

 textpos, 5

 textsize, 5

 upca, 8

 upce, 8

 width, 5

\psbarcode, 4

pspicture, 4, 6

pstricks, 4

rotate, 4

scalex, 4

scaley, 4

showborder, 5

textpos, 5

textsize, 5

transx, 4

transy, 4

upca, 8

upce, 8

width, 5