

Barcode properties	HTTP Parameters	Default	Comments
CodeText	code-text	""	<p>The data that is used to encode into the barcode symbology. Data Matrix is a high-density barcode symbology that is capable of encoding text, numbers, files and actual data bytes. Encodable data character set of Data Matrix:</p> <ul style="list-style-type: none"> <li>• All 128 characters of ASCII</li> <li>• Characters of entended ASCII</li> </ul>
GraphicsUnit	graphics-unit	GraphicsUnit.Pixel	<p>The unit of measurement for all size related settings.</p> <ul style="list-style-type: none"> <li>• 0: pixel</li> <li>• 1: cm</li> <li>• 2: inch</li> </ul> <p>The default value is pixel.</p>
X	x	3	<p>The narrow bar module width of Data Matrix and the default value of X is 3 pixels.</p> <p>This value of X dimension may need to be increased to enhance the readability of the barcode if the barcode scanners could not read the barcode with small X dimension.</p>
LeftMargin	left-margin	0	The property to set the distance between the symbol and the left margin of a barcode image.
RightMargin	right-margin	0	The property to set the distance between the symbol and the right margin of a barcode image.
TopMargin	top-margin	0	The property to customize the space between the symbol and

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			the top margin on a barcode image
BottomMargin	bottom-margin	0	The property to change the space between the symbol and the bottom margin on a barcode image
Resolution	resolution	72	This property set the resolution in DPI of a barcode image to be drawn, and the default value that is set to printer is 72 pixels. You can adjust the value to get a custom resolution barcode image.
Rotate	rotate	0	<p>The Rotate property allows you changing the angle of a barcode. The valid values are:</p> <ul style="list-style-type: none"> <li>• Rotate0: do not rotate the barcode</li> <li>• Rotate90: rotate the barcode 90 degrees clockwise</li> <li>• Rotate180: rotate the barcode 180 degrees clockwise</li> <li>• Rotate270: rotate the barcode 270 degrees clockwise</li> </ul>
Format	format	ImageFormat.Png	<p>This is a method that is used for exporting barcode to different type of image formats. It allows developers generate barcode in formats like JPEG/JPG, BMP, GIF, and PNG.</p> <p>The default method is ImageFormat.Png. Image format type. Using System.Drawing.Imaging. ImageFormat</p>
ProcessTilde	process-	false	Set the processTilde property to

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	tilde		<p>true, if you want use the tilde character "~" to specify special characters in the input data. Default is false.</p> <p>~NNN: is used to represent the ASCII character with the value of NNN. NNN is from 000 - 255.</p>
DataMode	data-mode	DataMatrixDataMode.ASCII	<p>The data can be encoded into Data Matrix with the below data encoding modes.</p> <ul style="list-style-type: none"> <li>▪ Auto (0): this barcode engine will automatically match the best data mode for you.</li> <li>▪ ASCII (1): it is used to encode data that mainly contains ASCII characters (0-127). This is the default encoding format by Barcode Library.</li> <li>▪ C40 (2): it is used to encode data that mainly contains numeric and upper case characters.</li> <li>▪ Text (3): it is used to encode data that mainly contains numeric and lower case characters.</li> <li>▪ X12 (4):it is used to encode the standard ANSI X12 electronic data interchange characters.</li> <li>▪ EDIFACT (5): it is used to encode 63 ASCII values (values from 32 to 94) plus an Unlatch character (binary 011111).</li> </ul>

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			<ul style="list-style-type: none"> <li>Base256 (6): it is used to encode 8 bit values.</li> </ul>
FormatMode	format-mode	DataMatrixFormatMode.FM_10X10	Default is DataMatrixFormatMode.FM_10X10. Specifies the Data Matrix Format to use on that symbology.
FNC1	fnc1	0 (none)	FNC1 is the single character Function Code 1, which alternates the data type identifier to identify the data type or is used as as a field separator
ApplicationIndicator	application-indicator	0	Also known as: Application Identifier. It is used to identify the data type in a symbol and is primarily used in GS1 symbologies.
StructuredAppend	structure-append	false	If true, then Structured Append is enabled. It allows files of data to be represented in up to 16 Data Matrix symbols. The original data can be correctly reconstructed regardless of the order in which the symbols are scanned.
SymbolCount	symbol-count	1	Set the number of total symbols which make the sequence.
SymbolIndex	symbol-index	1	Set the position of current symbol in the secence (Start with 0).
FileId	file-id	0	Set the property to be identified to the same file. It increases the probability that only logically linked symbols are processed as part of the same message