



Release Notes

Scanner SDK for Xamarin (iOS and Android) v1.0 *January 2021*

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Overview

Zebra Scanner SDK for Xamarin enables a developer to build native applications to connect and control Zebra Barcode scanners over a Bluetooth connection (no cradle involved) on iOS and Android devices from a single, shared C# codebase.

Functionality,

1. Discover, connect and disconnect readers
2. Perform basic inventory (start, stop inventory with relevant notifications)
3. Barcode reading

Note a developer must create their Xamarin wrapper following the directions supplied by Zebra Technologies.

Device Compatibility

For the compatible devices list, please visit following page.



<https://www.zebra.com/us/en/support-downloads/software/developer-tools/xamarin-wrapper-for-scanner-sdk-for-android-and-ios.html>

Version History

Version 1.0.13 – 01/2021

1. Added support for Barcode Scanner SDK for iOS v1.4.23 and Barcode Scanner SDK for Android v2.5.16.0.
2. Added support for Bluetooth Classic STC pairing on Android SDK.

Version 1.0.10 – 10/2020

1. Bug fix – Resolved issue of scanner getting disconnected when the “Discover Bluetooth Scanners” is reenabled.

Version 1.0.9 – 08/2020

1. Added CS6080 and RS5100 support to the Android and iOS SDKs.

Version 1.0.4 – 01/2020

1. Bioptic scale support added to Barcode Scanner SDK for Xamarin but only for the Android OS.
 - a. Note the iOS operating system does not support the Bioptic scale.

Version 1.0.1 – 10/2019

1. Initial release of Xamarin wrapper for Barcode Scanner SDK supporting both iOS and Android operating systems.
 - a. iOS v13 support.
 - b. Android v10 support.

Version 1.0.0 – 08/2019

1. Initial release.

Components

The Scanner SDK for Xamarin ZIP file contains the following components:

- iOS Xamarin libraries
- Android Xamarin libraries
- Demo application source code

Installation

Supported operating systems:

- iOS 11.x, 12.x and 13



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- Android 6.x,7.x,8.x, 9.x and 10