

Generate Aztec Code

Description

The app generates Aztec code barcodes as SVG files (RGB) using bwip-js. Aztec is a high-density 2D matrix symbology often used for tickets, transport documents and identification documents.

The app creates a child job containing the generated SVG and sends the original job to null. The SVG is emitted with explicit width and height attributes in the requested physical unit (mm, cm or in) so InDesign, Illustrator and print RIPs place the code at its exact size without further scaling.

Compatibility

Switch 2023 Fall and later.

Connections

The app has one incoming connection. Configure two outgoing connections so that success and error traffic are routed separately: set one as the outgoing success connection and the other as the outgoing error connection (traffic-light levels „Success" and „Error").

- On success, the app replaces the incoming job with the generated SVG file and sends it along the outgoing success connection.
- If the configuration or the job's content is invalid, the incoming job is sent unchanged along the outgoing error connection, and no SVG is produced.
- These expected errors (invalid configuration or job content) are always routed to the outgoing error connection. Only if an unexpected internal error occurs does the job fail and get moved to the problem jobs folder.

Properties detailed info

Configure the Aztec code generation by entering the data to encode, the output filename, the physical output size and unit, and optionally the data density (layers) and error correction percentage. The background can be set to transparent or white.

Flow elements properties

- **Aztec content:** The text or data to encode in the Aztec symbol.
- **Output name:** Defines the output filename without extension. Default is [Job.NameProper]
- **Size:** The output edge length of the Aztec symbol in the chosen unit. Must be a positive number.
- **Unit:** The physical unit for the output size. Available options are mm, cm and in. Default is mm.
- **Data density:** Number of Aztec layers. Set to "auto" to let bwip-js choose the optimal size for the given payload or set a fixed value from 1 to 32. Default is auto.
- **Error correction level:** Error correction as a percentage of the symbol capacity. Allowed range is 5 to 95. A higher value makes the code more robust against damage but increases its data density. Default is 23.
- **Background color:** Selects either a transparent background or a solid white background rectangle. Default is transparent.

Outgoing connections properties

- No properties for outgoing connections.