



## **Bar'n'Coder 3.0 Bugs**

This Application Note describes three known bugs in the Bar'n'Coder 3.0 package currently being distributed. The first two of the bugs described below result in inaccurate barcodes being generated. **CAUTION:** Test all barcodes carefully and thoroughly before publishing; especially test barcodes that are made with "Audio N.C." (Audio No Change) selected. The third bug described below relates to the user interface, but has no effect on barcodes that are made.

**BUG #1:** Do not make "Audio Off" barcodes while in "Digital Audio" mode. Barcodes generated will not contain code to turn off Audio.)

**Solution:** To make barcodes with "Audio Off", first select the "Analog Audio" mode then select the "Audio Off" attribute.

**BUG #2:** You only need to be concerned about this bug if you are making "Audio N.C" (Audio No Change) barcodes. If the "Audio N.C." attribute is selected while the "Analog Audio" mode is set, an Audio N.C. barcode will not always be generated. **CAUTION:** After following steps described in Solutions A or B below, carefully test all "Audio N.C." barcodes to make sure they contain the exact setting you want.

If you remain in a single mode such as "Frame Search" and click on "Analog Audio" mode more than one time, BNC 3.0 will generate incorrect "Audio NC" barcodes. Instead of "Audio NC" the barcode will contain code for "Digital Audio Left" or "Analog Audio Left".

Also, if you change modes, (for example, if you change from "Frame Search" to "Chapter Search" mode) and both the Audio N.C. attribute and the "Analog Audio" mode are set when you enter the new mode, the barcodes produced will not have the correct audio attribute set. They will be set to either "Digital Audio Left", or "Analog Audio Left".

**Solution A:** Anytime you change barcode modes (i.e. "Frame Search" mode to "Play Chapters" mode) or if you select the "Analog Audio" mode, you must re-set the Audio N.C. attribute, (click on "Audio N.C." again) even though it is already highlighted. If you stay in one barcode mode and you do not select or re-select the "Analog Audio" mode, you can continue to make correct "Audio N.C." barcodes without re-selecting the Audio N.C. attribute.

**Solution B:** If you are only making barcodes with "Digital Audio" attributes you can ignore this problem. Just set the "Digital Audio" mode and set the "Audio N.C." attribute. You can then make "Audio N.C." barcodes without regard to changing barcode modes. (Refer to Bug #1 above, however.)

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**BUG #3:** In the data stack, the scroll window sometimes seems to have disappeared when actually it has just been positioned off the screen. The rectangle inside the scroll window represents the size of the window used to display a data stack page, so if it is enlarged too much, the window size can be increased so that it is larger than the screen size. Since Bar'n'Coder always tries to position the scroll window to the lower right corner of the data stack's window, it could be positioned off the screen.

**Solution:** Type Command-M to bring up HyperCard's command window. Enter the following: "Set the loc of the scroll window to 100,100"<CR>. This will set the location of the scroll window to 100,100 (in pixels) relative to the upper left corner of the data stack's window. You may need to enter other numbers in the statement to assure the scroll window is positioned so it is visible. These numbers do not have to be the same.

When you have successfully positioned the scroll window, double click in the rectangle in the scroll window. This will re-size the data stack's card window to screen size. Do not change the size of the scroll window rectangle again or the problem may re-occur.