



ID Tech Reader App.



Revolutionising digital interaction.

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Introduction.

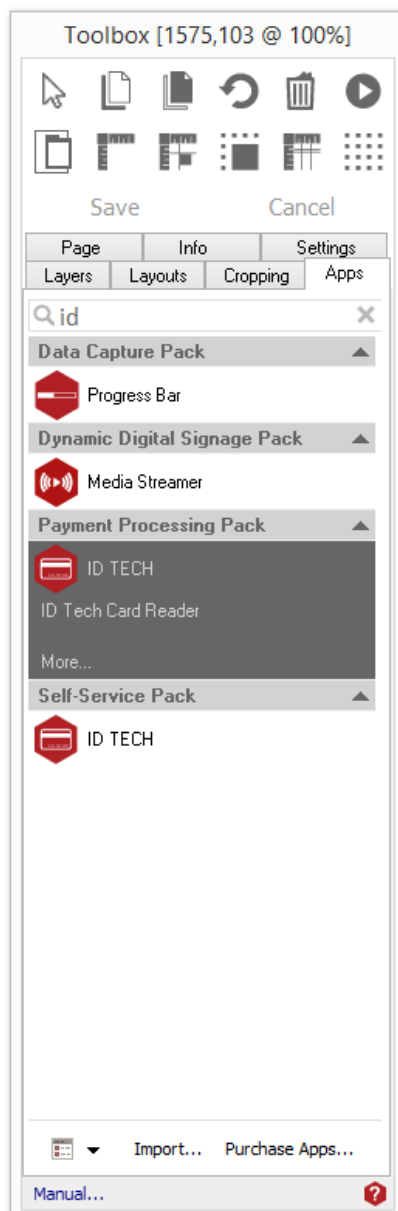
This page app is designed to work with the magnetic stripe card reader made by IDTech.

- You can define when the reader should read data from an inserted card (ie, on insert or removal).
- The magnetic stripe data is put it into Variables for use within your project.
- You can jump to another page when the card is read, fails to read or when there is a reader error.

Using the ID Tech Reader app.

To access the app open an existing or new page and select the 'App' tab of the page editor 'Toolbox' (shown). Apps are grouped within the relevant app packs and are displayed red if they have been licenced.

For more information about licencing apps go to [Licencing apps](#).

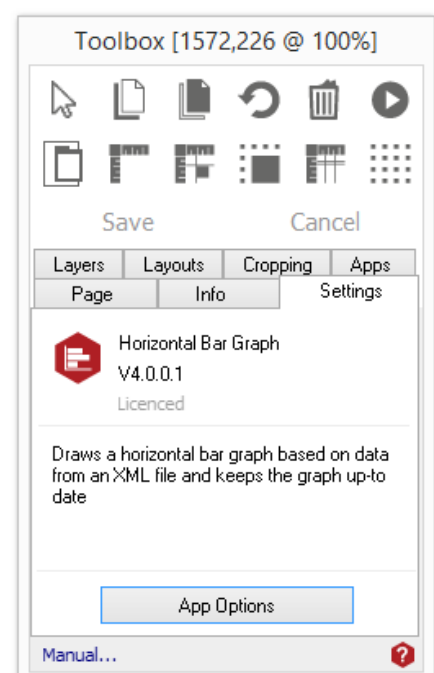


Select the app from the list or search for it using the search bar. When an app is selected it will be highlighted as shown.

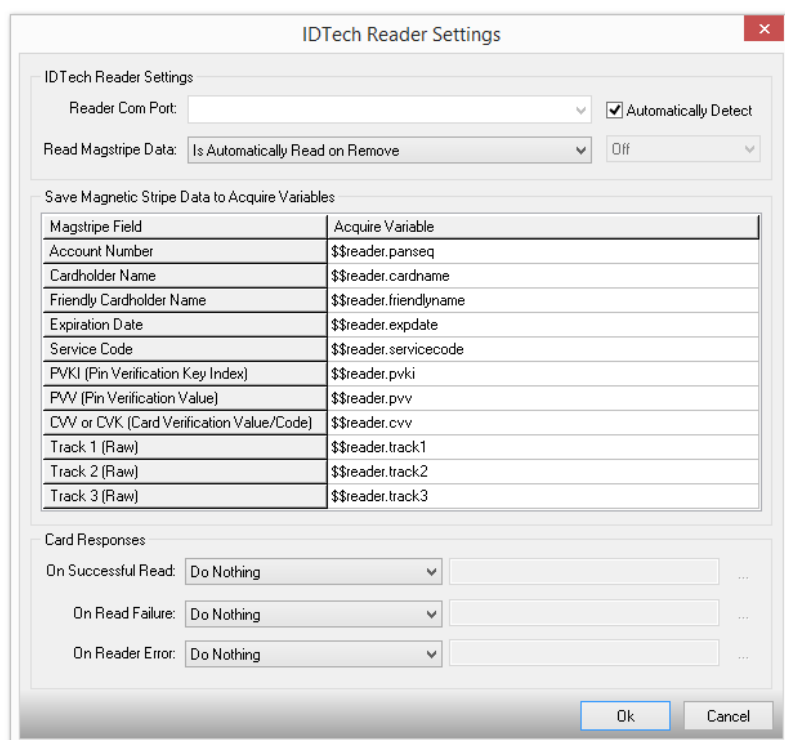
Once you have selected your app draw an area on your page where you would like to use the app.

The 'Settings' tab within the Toolbox will automatically open when the app is added to the page.

From here you can set your app up by clicking on the 'App Options' button, as shown.



Understanding the App Options.



The IDTech Reader Settings dialog box contains the following sections:

- IDTech Reader Settings:**
 - Reader Com Port: [Dropdown menu]
 - ☒ Automatically Detect
 - Read Magstripe Data: [Dropdown menu] | Off [Dropdown menu]
- Save Magnetic Stripe Data to Acquire Variables:**

Magstripe Field	Acquire Variable
Account Number	\$\$reader.parseq
Cardholder Name	\$\$reader.cardname
Friendly Cardholder Name	\$\$reader.friendlyname
Expiration Date	\$\$reader.expdate
Service Code	\$\$reader.servicecode
PVKI (Pin Verification Key Index)	\$\$reader.pvki
PVV (Pin Verification Value)	\$\$reader.pvv
CVV or CVK (Card Verification Value/Code)	\$\$reader.cvv
Track 1 (Raw)	\$\$reader.track1
Track 2 (Raw)	\$\$reader.track2
Track 3 (Raw)	\$\$reader.track3
- Card Responses:**
 - On Successful Read: [Do Nothing] [Dropdown] [Text Field] ...
 - On Read Failure: [Do Nothing] [Dropdown] [Text Field] ...
 - On Reader Error: [Do Nothing] [Dropdown] [Text Field] ...

Buttons: Ok, Cancel

Select the COM Port that an IDTech card reader is attached to from the list or let the app automatically detect and use one.

Set when to read Mag-stripe data.
Automatically on insert / Remove.

Save magnetic stripe data to variables.

The app can set an Acquire Variable with the value of each of the data fields read from the magnetic stripe.

This is a list of the fields read (left column) and the variable to set (right column).

The variables column is populated with predefined names when you first add the app to the page.

You can change these names by clicking on them and typing a new one.

Card responses.




The Card Responses section shows three rows for configuring actions:

- On Successful Read: [Do Nothing] [Dropdown] [Text Field] ...
- On Read Failure: [Do Nothing] [Dropdown] [Text Field] ...
- On Reader Error: [Do Nothing] [Dropdown] [Text Field] ...

The app monitors three card reading events:

- Successful Read
- Read Failure
- Reader Error

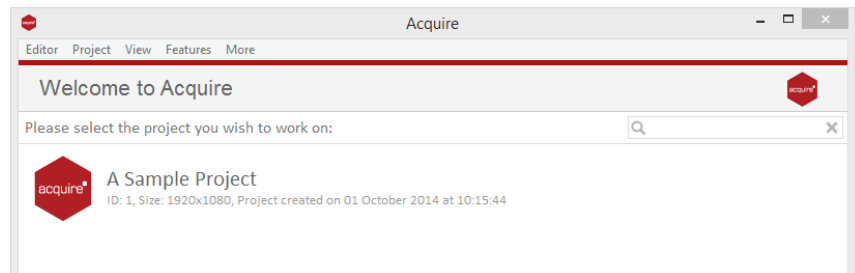
For each of these events you can select an action:

- Choose to do nothing
- Jump to an Acquire Page
- Enter the ID of a page to jump to or press the  button to select one.

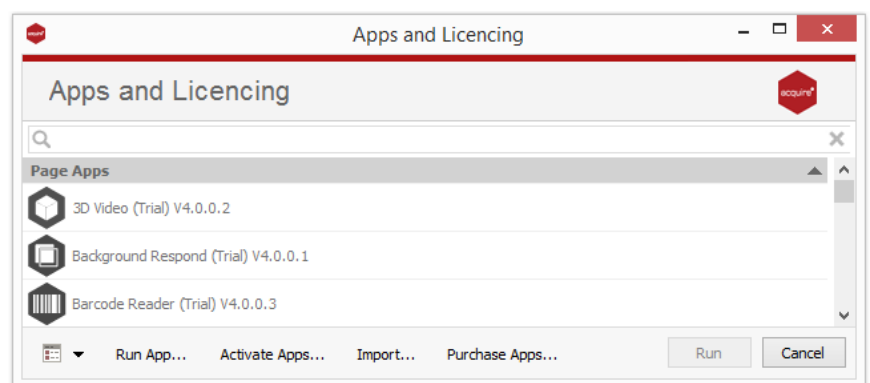
Licencing apps.

On purchasing an app pack you will be provided with a licence key. Save this to your computer.

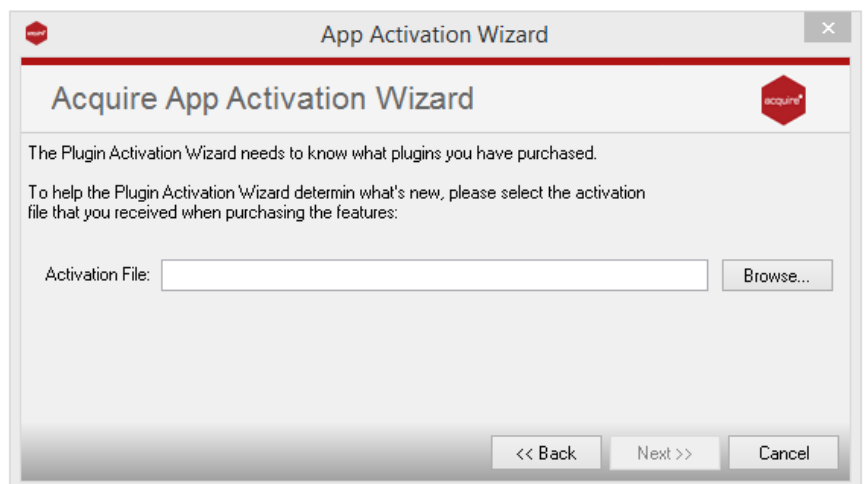
From the main 'Welcome Screen' click on *Editor* and select Apps and Licencing from the drop down menu.



Click *Activate Apps* and follow the onscreen instructions.



Use the 'Browse...' button to locate your saved licence key and follow the instructions to activate.



Your apps should now be activated and can be accessed from the apps list or from within a working project or project page.