

Changelog

Version 2.7.9

Release Version: 2.7.9

Release Date: Sept 26, 2025

MWLib version: 3.9.11 (Check General release notes (["https://cmbdn.cognex.com/download/changelog/group/8"](https://cmbdn.cognex.com/download/changelog/group/8)) and iOS specific release notes (["https://cmbdn.cognex.com/download/changelog/mw/ios-library"](https://cmbdn.cognex.com/download/changelog/mw/ios-library)))

cmbSDK Toolkit version: 1.0.1

Bugfix

- Update decoder lib to 3.9.11

Version 2.7.8

Release Version: 2.7.8

Release Date: July 10, 2025

MWLib version: 3.9.9 (Check General release notes (["https://cmbdn.cognex.com/download/changelog/group/8"](https://cmbdn.cognex.com/download/changelog/group/8)) and iOS specific release notes (["https://cmbdn.cognex.com/download/changelog/mw/ios-library"](https://cmbdn.cognex.com/download/changelog/mw/ios-library)))

cmbSDK Toolkit version: 1.0.1

Bugfix

- Fixed problem with paused previewOption to start the scanning in paused state.
- Fixed missing target decoding ROI rectangle.

Version 2.7.7

Release Version: 2.7.7

Release Date: Feb 19, 2025

MWLib version: 3.9.7 (Check General release notes (["https://cmbdn.cognex.com/download/changelog/group/8"](https://cmbdn.cognex.com/download/changelog/group/8)) and iOS specific release notes (["https://cmbdn.cognex.com/download/changelog/mw/ios-library"](https://cmbdn.cognex.com/download/changelog/mw/ios-library)))

cmbSDK Toolkit version: 1.0.1

General

- Addressed iOS 18.1.x camera preview freezing issues

Version 2.7.6

Release Version: 2.7.6

Release Date: Sep 24, 2024

MWLib version: 3.9.7 (Check General release notes (["https://cmbdn.cognex.com/download/hangelog/group/8"](https://cmbdn.cognex.com/download/hangelog/group/8)) and iOS specific release notes (["https://cmbdn.cognex.com/download/hangelog/mw/ios-library"](https://cmbdn.cognex.com/download/hangelog/mw/ios-library)))

cmbSDK Toolkit version: 1.0.1

General

- Update decoder lib to 3.9.7

Version 2.7.5

Release Version: 2.7.5

Release Date: June 13, 2024

MWLib version: 3.9.6 (Check General release notes (["https://cmbdn.cognex.com/download/hangelog/group/8"](https://cmbdn.cognex.com/download/hangelog/group/8)) and iOS specific release notes (["https://cmbdn.cognex.com/download/hangelog/mw/ios-library"](https://cmbdn.cognex.com/download/hangelog/mw/ios-library)))

cmbSDK Toolkit version: 1.0.1

General

- Update decoder lib to 3.9.6

Version 2.7.4

Release Version: 2.7.4

Release Date: March 26, 2024

MWLib version: 3.9.4 (Check General release notes (["https://cmbdn.cognex.com/download/hangelog/group/8"](https://cmbdn.cognex.com/download/hangelog/group/8)) and iOS specific release notes (["https://cmbdn.cognex.com/download/hangelog/mw/ios-library"](https://cmbdn.cognex.com/download/hangelog/mw/ios-library)))

cmbSDK Toolkit version: 1.0.1

Bugfixes

- Fixed crash when scanner started second time in fullscreen mode (from iOS 17)

Version 2.7.3

Release Version: 2.7.3

Release Date: Nov 21, 2023

MWLib version: 3.9.4 (Check General release notes (<https://cmbdn.cognex.com/download/hangelog/group/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/change-log/mw/ios-library>))

cmbSDK Toolkit version: 1.0.0

Bugfixes

- Fixed mishandling of Code25 and Interleaved 2 of 5 sub-types: COOP, MATRIX and INVERTED barcodes are returned as Code 25 base symbology, while IATA and ITF14 barcodes are returned as Interleaved 2 of 5
- Fixed partial screen to show close button only if it is requested by parameter

Version 2.7.2

Release Version: 2.7.2
 Release Date: July 21, 2023
 MWLib version: 3.9.3 (Check General release notes (<https://cmbdn.cognex.com/download/change-log/group/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/change-log/mw/ios-library>))
 cmbSDK Toolkit version: 1.0.0

General

- Starting from this release the bundle contains cmbSDK Toolkit as well. cmbSDK Toolkit is a UI kit that may speed up your app development and integration with Cognex hardware. You can read further details in our knowledge base article: <https://cmbdn.cognex.com/knowledge/cmb-sdk-toolkit>

Initial version contains the following elements:

- Pairing UI and Logic for establishing connection with Bluetooth Direct Connect Enabled Cognex readers.
- Dynamic Symbologies that can be used with Cognex readers and also with our camera API. In both cases it shows all the available symbologies and their settings.

Bugfixes

- Fixed identification of IMB barcode type
- Stabilize BT connection handling
- Improve overall stability

Version 2.7.1

Release Version: 2.7.1
 Release Date: March 22, 2023
 MWLib version: 3.9.1 (Check General release notes (<https://cmbdn.cognex.com/download/change-log/group/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/change-log/mw/ios-library>))

New features

- Result XML is extended with a new node *symbologyExtra*, and ReadResult object is extended with *resultExtras*. This field may contain information like exact sub-type (symbology) in case of UPC/EAN.
- New DMCC commands to set check digit option for Code 25 and Interleaved 2 of 5 sub-types independently:
 - GET|SET COOP.CHKCHAR [ON|OFF]
 - GET|SET IATA.CHKCHAR [ON|OFF]
 - GET|SET MATRIX.CHKCHAR [ON|OFF]
 - GET|SET INVERTED.CHKCHAR [ON|OFF]
 - GET|SET C25.CHKCHAR [ON|OFF]

Note: there is no check digit option for ITF-14 (as a check digit is always required).

Bugfixes

Camera API

- DECODER.THREADS-USED setting defaults to 2 to reach the best decode performance.
- Fixed focusing issue on iPhone 14 Pro/Max for close targets
- Improve zoom quality by utilising multiple cameras if available
- Overall stability improvements

Version 2.7.0

Release Version: 2.7.0

Release Date: July 25, 2022

MWLib version: 3.8.7 (Check General release notes (<https://cmbdn.cognex.com/download/changelog/group/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/change-log/mw/ios-library>))

Starting with this release the bundle contains only xcframework and cmbSDK is also available as Cocoapods (named as Cognex.cmbSDK (<https://github.com/CocoaPods/Specs/tree/master/Specs/9/0/0/Cognex.cmbSDK>)).

New features

- Added Bluetooth communication to support Cognex handheld readers
- Support arm architecture
- MX-100 device support is removed
- Add the following DMCC commands to the camera API to retrieve codesize for each symbology:
 - C11.CODESIZE-RANGE
 - C25.CODESIZE-RANGE
 - I205.CODESIZE-RANGE
 - C39.CODESIZE-RANGE
 - C93.CODESIZE-RANGE
 - CODABAR.CODESIZE-RANGE
 - MSI.CODESIZE-RANGE
- New DMCC CONFIG.SAVE is available for camera API to store the current setting. Saved configuration can be loaded with loadCameraConfig() function

Bugfixes

Camera API

- Fixed setting of CAMERA.ZOOM and DECODER.THREADS-USED to their default when a new readerDevice is created
- Improve overall stability

Version 2.6.2

Release Version: 2.6.2

Release Date: December 16, 2021

MWLib version: 3.8.3 (Check General release notes (<https://cmbdn.cognex.com/download/group/changelog/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/changelog/mw/ios-library>))

Bugfixes

Camera API

- Fixed VERIFICATION DMCC to return valid value
- Turn off flash if flash button is removed from xib file
- Missing nullability was added to headers
- Modify KeepPreviewInPausedMode to consider PausedMode for starting the preview in paused mode or not.

Version 2.6.1

Release Version: 2.6.1

Release Date: September 15, 2021

MWLib version: 3.8.3 (Check General release notes (<https://cmbdn.cognex.com/download/group/changelog/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/changelog/mw/ios-library>))

Version 2.6.0

Release Version: 2.6.0

Release Date: August 30, 2021

MWLib version: 3.8.2 (Check General release notes (<https://cmbdn.cognex.com/download/group/changelog/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/changelog/mw/ios-library>))

New features

Camera API

- Two new functions added to get and to set exposure compensation. (getCameraExposureCompensationRange, setCameraExposureCompensation). Exposure settings persist until the cameraReader is closed.
- Added support for tuning the quiet zone for weak 1D symbologies. By default, the camera API only requires 1D barcodes to have 50% of the recommended quiet zone for a 1D barcode (while MX mobile terminals default to 100%). The following DMCC commands can be used to increase or decrease (not recommended) the quiet zone strictness the SDK uses:

GET | SET C11.QZ-SIZE [0-100]

GET | SET C39.QZ-SIZE [0-100]

GET | SET C128.QZ-SIZE [0-100]

- New preview option, KEEP_PREVIEW_IN_PAUSED_STATE, allows the camera preview to stay on the screen after a read session has finished. This means that scanning session can be restarted with a software button if a barcode is scanned or the scan timeout expires. If used in conjunction with continuous triggering, this Paused state has higher priority: the paused state will occur after every successful scan.
- Framework contains MWBScannerImages.xcassets

Bugfixes

Camera API

- Fixed Close button not appearing on partial view overlay
- Fixed Bad read is returned if scanning session is stopped before timeout

Version 2.5.0

Release Version: 2.5.0

Release Date: June 14, 2021

MWLib version: 3.8.2 (Check General release notes (<https://cmbdn.cognex.com/download/group/changelog/8>) and iOS specific release notes (<https://cmbdn.cognex.com/download/changelog/mw/ios-library>))

New features

General

- New encoding options:
 - Auto encoding option is added to support codes with encoding information included (e.g. QR codes). If Auto is set for encoding then read result is encoded according to encoding information stored in the barcode or UTF8 otherwise.
 - Added a new encoding option, `US_ASCII_SHOW_NON_PRINTABLE` , that shows non-printable characters as hex codes.

MX Mobile terminals

- Added support for MDM reporting: applications can collect and transmit device status and battery information from MX mobile terminals for integration with **Workspace ONE** (besides already supported MDMs). Further information: <https://cmbdn.cognex.com/knowledge/mdm-solutions/ios/adding-mdm-reporting-to-an-application> (<https://cmbdn.cognex.com/knowledge/mdm-solutions/ios/adding-mdm-reporting-to-an-application>)

Camera API

- Added DMCC to support QR micro codes: `GET|SET QR.MICRO [ON|OFF]`
- Changed behaviour for `SYMBOL.QR`: it enables/disables QR group

`QR.MICRO` enables/disables QR micro

`QR.MODEL2` enables/disables QR standard

- Added DMCC to set forcing numeric reading for `TELEPEN` symbology:

`GET|SET TELEPEN.FORCE-NUMERIC [ON|OFF]`

- Added option to set verification for 1D symbologies:

`GET|SET TELEPEN.VERIFICATION [ON|OFF]`

`GET|SET C11.VERIFICATION [ON|OFF]`

`GET|SET C128.VERIFICATION [ON|OFF]`

`GET|SET C25.VERIFICATION [ON|OFF]`

`GET|SET C93.VERIFICATION [ON|OFF]`

`GET|SET C39.VERIFICATION [ON|OFF]`

GET|SET CODABAR.VERIFICATION [ON|OFF]

GET|SET I205.VERIFICATION [ON|OFF]

GET|SET UPC-EAN.VERIFICATION [ON|OFF]

GET|SET MSI.VERIFICATION [ON|OFF]

- Added support for tuning the quiet zone for weak 1D symbologies. By default, the camera API only requires 1D barcodes to have 50% of the recommended quiet zone for a 1D barcode (while MX mobile terminals default to 100%). The following DMCC commands can be used to increase or decrease (not recommended) the quiet zone strictness the SDK uses:

GET | SET C25.QZ-SIZE [0-100]

GET | SET CODABAR.QZ-SIZE [0-100]

GET | SET I205.QZ-SIZE [0-100]

GET | SET MSI.QZ-SIZE [0-100]

Note that C25.QZ-SIZE and I205.QZ-SIZE are the same setting for the camera API.

Bugfixes

General

- DMCC GET commands which return text based payloads are always as uppercase string (e.g. ON)

Camera API

- Fixed MSI checksum option setting (GET | SET MSI.CHKCHAR-OPTION [0-5]) to behave the same as MX mobile terminals:

0 - Mode 10

1 - Mode 11 IBM

2 - Mode 1010

3 - Mode 1110 IBM

4 - Mode 11 NCR (camera API only)

5 - Mode 1110 NCR (camera API only)

Version 2.4.3 (mw lib 3.8.0) March 1, 2021

New features

Camera API

- Set/get scanning rectangle accepts MWB_CFG_MASK_ALL (or zero) to select all symbologies
- PDF417 enhanced to handle additional types of code damage
- Enhanced QR decoder to prevent MicroQR misreads

Bugfixes

Camera API

- Fixed SVG location issue
- Fixed wrong ROI when phone was rotated

- Fixed preview stuck in wrong orientation when phone rotated fast
- Fixed resolution not changing with IMAGE.SIZE command
- Fixed GS1 DataBar Expanded parsing
- Fixed re-read timer to be handled consistently
- Fixed 1D location verification for Code 128
- Fixed DataBar related crash

Version 2.4.2

- cmbSDK.xcframework and NetworkDiscovery.xcframework are provided for fat builds (that include builds for both device and simulator)
- Builds for simulator only are included in the release for cmbSDK and cmbSDK.NetworkDiscovery

Bugfixes:

MX Mobile terminal:

- Made properties of MDMAuthCredentials available in Objective-C

Camera API:

- Fixed sound issues on iOS 14
- Fixed green/pink artifacts on image results
- Fixed potential parser crash
- Fixed Databar handling:
 - Camera API uses the same three subtypes as the MX: GROUP, LIMITED, and EXPANDED
 - Camera API supports GETSET DATABAR.GROUP ON/OFF (same as DATABAR.RSS14).
 - When the cmbSDK is initialized, it's default to GROUP (RSS14), LIMITED, and RSS14 Stacked on, but EXPANDED and SYMBOL.DATABAR as off
 - SET SYMBOL.DATABAR ON turns on reading Databar codes according to subtypes settings
 - DATABAR.RSS14STACK and DATABAR.RSS14 are deprecated, use DATABAR.GROUP instead.

Version 2.4.1

Bugfixes:

General:

- Fixed compilation issues for future Swift compilers. (Build for distribution flag is turned on.)
- Fixed missing x86_64 architecture for simulator build

Camera API:

- Improved handling of damaged start/stop patterns of PDF417
- Fixed GS1 parser to work with DataMatrix GS1 code (AI 91 and AI 92)

Version 2.4.0

New features

MX Mobile terminal:

- Added support for MDM reporting: applications can collect and transmit device status and battery information from MX mobile terminals for integration with an MDM (currently JAMF, MobileIron and SOTI are supported). Further information: <https://cmbdn.cognex.com/knowledge/mdm-solutions/ios/adding-mdm-reporting-to-an->

application (<https://cmbdn.cognex.com/knowledge/mdm-solutions/ios/adding-mdm-reporting-to-an-application>)

Camera API:

- Added DMCC for centered target decoding: `DECODER.USE-CENTERING`
- Added DMCC to access Australian Mail symbology: `SYMBOL.4STATE-AUS`
- Added DMCC to handle C39 to C32 conversion: `SYMBOL.C39-CONVERT-TO-C32`
- Added DMCC to set delay after a successful read: `DECODER.REREAD-TIME`

Bugfixes:

Camera API:

- Fixed Dotcode decoding with effort level 3

Version 2.3.1

Bug Fixes

Camera API:

- Fixed image scanning with camera API (DMCC: `IMAGE.LOAD`)
- Fixed missing callback of `didReceiveReadResult` delegate during first scan session

Version 2.3.0

Version 2.3.0 of the Cognex Mobile Barcode SDK for iOS includes significant performance enhancements for scanning 1D barcodes with a mobile phone/tablet as well as number of minor bug fixes and enhancements. This release now contains only the framework version of the cmbSDK--the static library has been deprecated and removed. Note as well that the framework has been renamed to “cmbSDK”. The complete release notes follow.

New Features

General:

- Enhanced performance for 1D barcode scanning
- Support for a network attached DataMan device has been moved to a separate framework (`cmbSDK.NetworkDiscovery`), simplifying the SDK’s dependencies. With this move `CocoaAsyncSocket` has been removed from the cmbSDK--there is no need to include it unless you are using the new `cmbSDK.NetworkDiscovery` framework.

Bug Fixes

Camera API

- Performance issue in continuous scanning mode is fixed
- Symbology settings (`CODESIZE`, `CHKCHAR`, `CHKCHAR-OPTION`, `ASCII` and `EAN/UPC-SUPPLEMENT`) now persist when the `CameraConnector` is called multiple times.
- Fixed crash in search finder patterns function
- VIN validator: consider country codes 6 and 7 as valid

Version 2.2.3

New Features

General:

- Add device and simulator framework build
- Add script about removing simulator architecture when you submit you app to App store (remove_simulator.sh in lib/framework/device_simulator directory)
- Add simulator architecture to static build
- Industry standard parsers: the SDK now includes industry standard parsers for post processing of scan results. Support for AAMVA (US and Canadian driver's licenses), GS1, HIBCC, ISBT 128, IUID, and SCM (MaxiCode) are implement for all supported devices.
- Better sample applications: the sample applications have been updated to provide clearer examples of many of the SDK's features, including more robust comments, examples of devices specific configuration, and the recommended approach for handling device reconnection (e.g., after the app has been suspended then resumed).
- Support for Gs1 results: the ReadResult class now includes a isGS1 flag indicating when a Gs1 formatted barcode has been read. This feature works for all supported devices
- This release contains the cmbSDK as iOS Framework beside the static library. (Next major release is going to contain iOS Framework only.) It is recommended to use it if you had issues due to conflicting symbol with CocoaAsyncSocket.

Camera API:

- Target decoding: this allows for more precise aiming by defining a region of the image which at least a portion of the scanned barcode must be within to be decoded. When in use, an additional "target window" (in yellow) will be displayed on the preview, indicating the limits of the target region.
- Multi-code support: just like the MX mobile terminals, the camera API can now read multiple barcodes in a single scan.
- Region of interest (RoI): users can now define a region of interest to limit the area of the image the decoder searches for a barcode to increase performance, especially when multiple symbologies are enabled, multi-code is enabled, or higher decoder effort levels are being used.
- Improved Data Matrix and QR decoding: significant improvements for omnidirectional Data Matrix code reading as well as overall QR code decoding have been made.
- TELEPEN: the TELEPEN symbology is now supported by the camera API (not MX-1xxx scanners).

Bug Fixes

General:

- Fixed linker error when the cmbSDK was used with XCode 10 or below

Camera API:

- DMCC "GET DEVICE.SERIAL-NUMBER" now working correctly
- API no longer returns a "No Read" result when the application disconnects from a device.
- DMCC interpreter was changed to be strict with the number of required parameters. Providing fewer or additional parameters will now result in an error.
- DMCC command LIGHT.INTERNAL-ENABLE behavior has been changed so that it now effects an active scan session (that is, it can be used to toggle illumination while scanning is active).
- DMCC command UPC-EAN.SUPPLEMENT has been corrected to work as documented (0 to disable, 1-4 to turn on supplement code reading).
- C11, C25, C39, C93, Codabar, MSI CODESIZE settings are changed to OFF by default to keep the same behavior as MX mobile terminals has. OFF means in this case that the codesize is limited for that symbology group according to the given parameters (2nd and 3rd) that is 4-50 range by default. However it is possible to set lower codesize (2 or 3), we do not suggest as it can result misreadings. ON means any length of code.

- DMCC command SET C39.CODESIZE has been changed to permit a range of 2 to 50; however, less than 4 should still be used with caution (as it can lead to misreads).
- Visibility of the "Close" button is now configurable on a partial-view preview (not just full-screen preview).
- Fixed bug where a blue/dark preview could appear in the case a new scan occurs too quickly after a successful scan.
- Fixed Data Matrix 144x144 scan issue.
- Fixed Code 39 extended scan issue.
- Fixed Code128 UTF issue.

Version 2.1.3

Improvements in phone's camera decoder:

- Fixed Aztec code exceptions
- Updated Gs1 parser for AI93
- Corrected identification of Gs1 Dotcode
- FNC2 in Gs1 Code 128 barcodes are now stripped (message append is not supported)
- Now supports 4:1 wide:narrow ratio for Codabar

Version 2.1.2

- Fix aztec code decoding crash

Version 2.1.1

- Change CocoaAsyncSocket framework to optional

Version 2.1.0

New MX features:

- Support for MX-100 Barcode Reader: communication with MX-100, caching mechanism, automatic licensing, dynamic illumination control
- New Mobile Camera features
- cmbSDK using Mobile Camera sends cmbSDK version to the licensing server
- Custom text can be attached to each license during registration to ease the tracking for customers
- Analytics module was removed from MW library
- Number of threads used by the decoder can be controlled with new DMCC commands: GET DECODER.MAX-THREADS, GET/SET DECODER.THREADS-USED
- New preview option for 1080p and 60 fps
- A new overlay was added for the Phone Camera that uses an improved design. It is very customizable by using the xib files in the Resources dir. The old overlay is still available by setting "[MWOverlay setOverlayMode:OM_LEGACY]" before initializing the reader device
- Image graphic and pixel per module information (PPM) added to Phone Camera reader (PPM works with DM, C39, EAN, UPC, C128, PDF417, QR, AZTEC, CODABAR, C25, I2O5, Micro PDF417)
- The rectangle around a successfully read barcode is made configurable (MWOverlay setLocationLineRGBColor:(int), MWOverlay setLocationLineUIColor:(UIColor) and MWOverlay setLocationLineWidth:(float))
- New constructor was added that allows the registration key to be set instead of info.plist
- New method was added in the ReaderDevice class: "setCameraPreviewContainer". It allows the camera preview container to be set or changed in a later time instead of just in the constructor for the phone camera.

- Two DMC commands were added for controlling the camera zoom "GET/SET CAMERA.ZOOM", "SET CAMERA.ZOOM-PERCENT"

Bugfixes:

- MX-1000 reconnection issue is fixed in sample app
- Eliminate bad read result on Phone Camera in case of stop scanning was called without scanning was started
- setDuplicatesTimeout is fixed to work properly for Phone Camera
- Resolve compiler warnings that was caused by "Strict prototypes" that was enabled after XCode10 update
- Eliminate the crash that was caused by SET DATA.RESULT-TYPE in some special case
- MWB_setScanningRect from the BarcodeScanner class configures which portion of the camera frame is getting scanned. The X, Y, Width and Height params are floats that represent a percentage of the camera frame, for example, setting (0,0,100,50) will make only the top half portion of each camera frame to be scanned.
- Hardware trigger issue on iOS12 is solved.
- Fix sample app to work on iPad
- Use CocoaAsyncSocket as Framework to avoid possible name conflict

Version 2.0.2

- Fix global symbol issue with "error"
- Support deployment target iOS 9
- Fix ISO problem with phone Camera mode

Version 2.0.1

- Make MW library public
- Improve connecting/disconnecting event handling
- Improve HW trigger for Phone Camera mode
- Preview fixes for Phone Camera mode
- Remove setPreviewContainer method
- Refactor sample apps
- Sample app works on iPad from now on
- Performance improvements
- Documentation updates

Version 2.0.0

- Introduce an easy API layer that can be used for reading with MX- mobile terminals and phone camera.