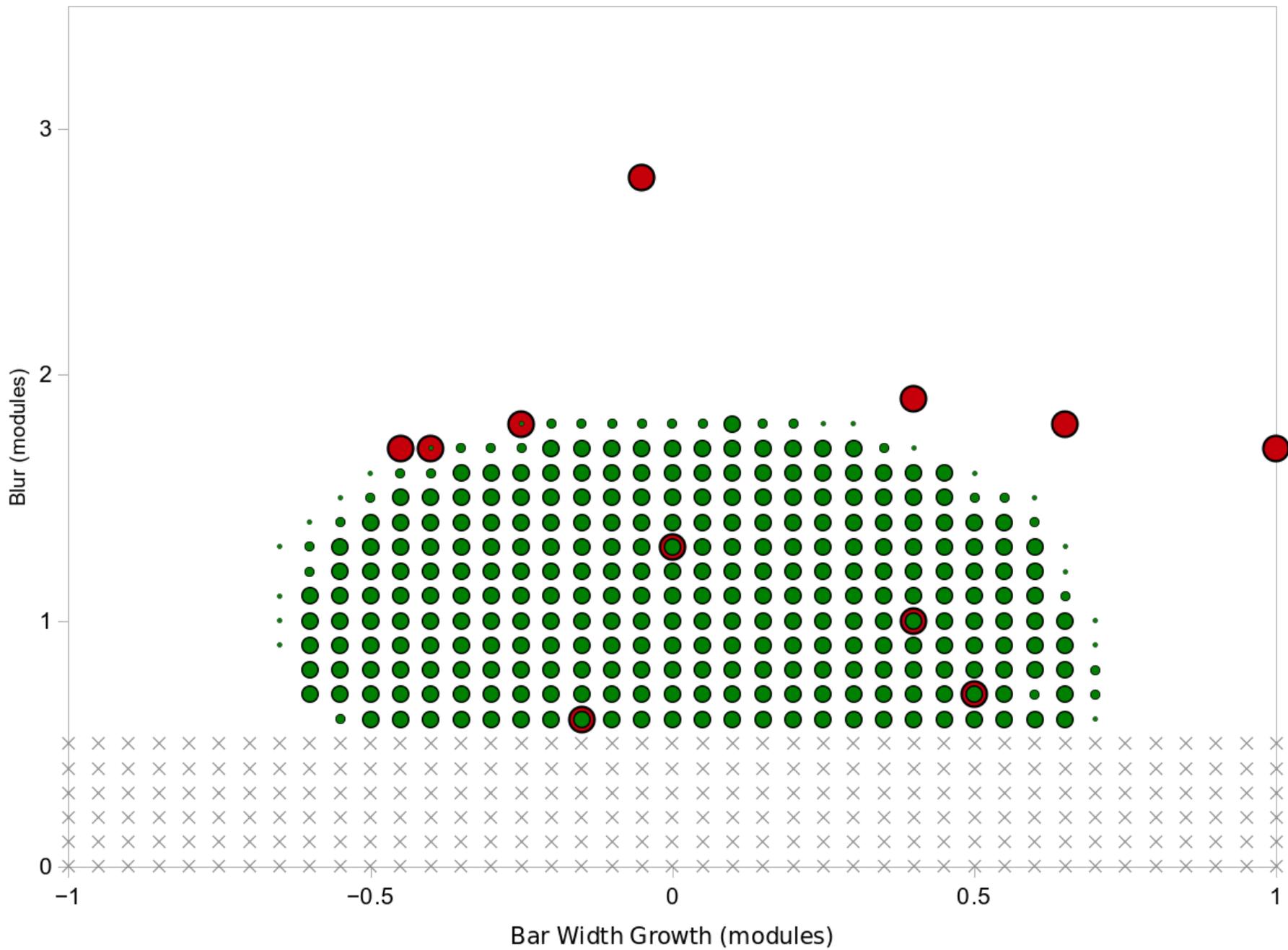


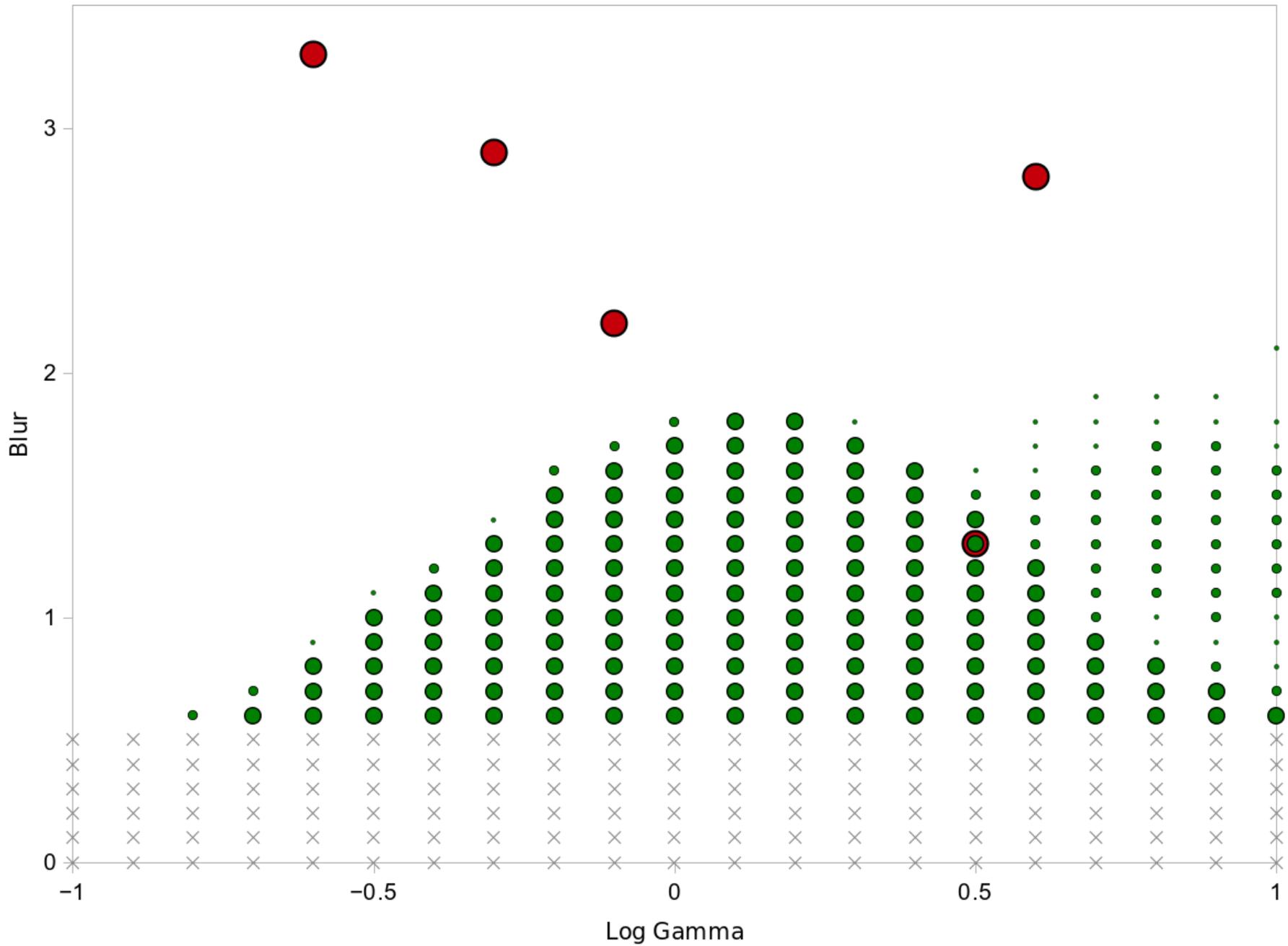
Decoder Sensitivity  
Zbar v 0.10 with fix  
For Image C3921A

Prepared for: QEDWare  
September 5, 2013

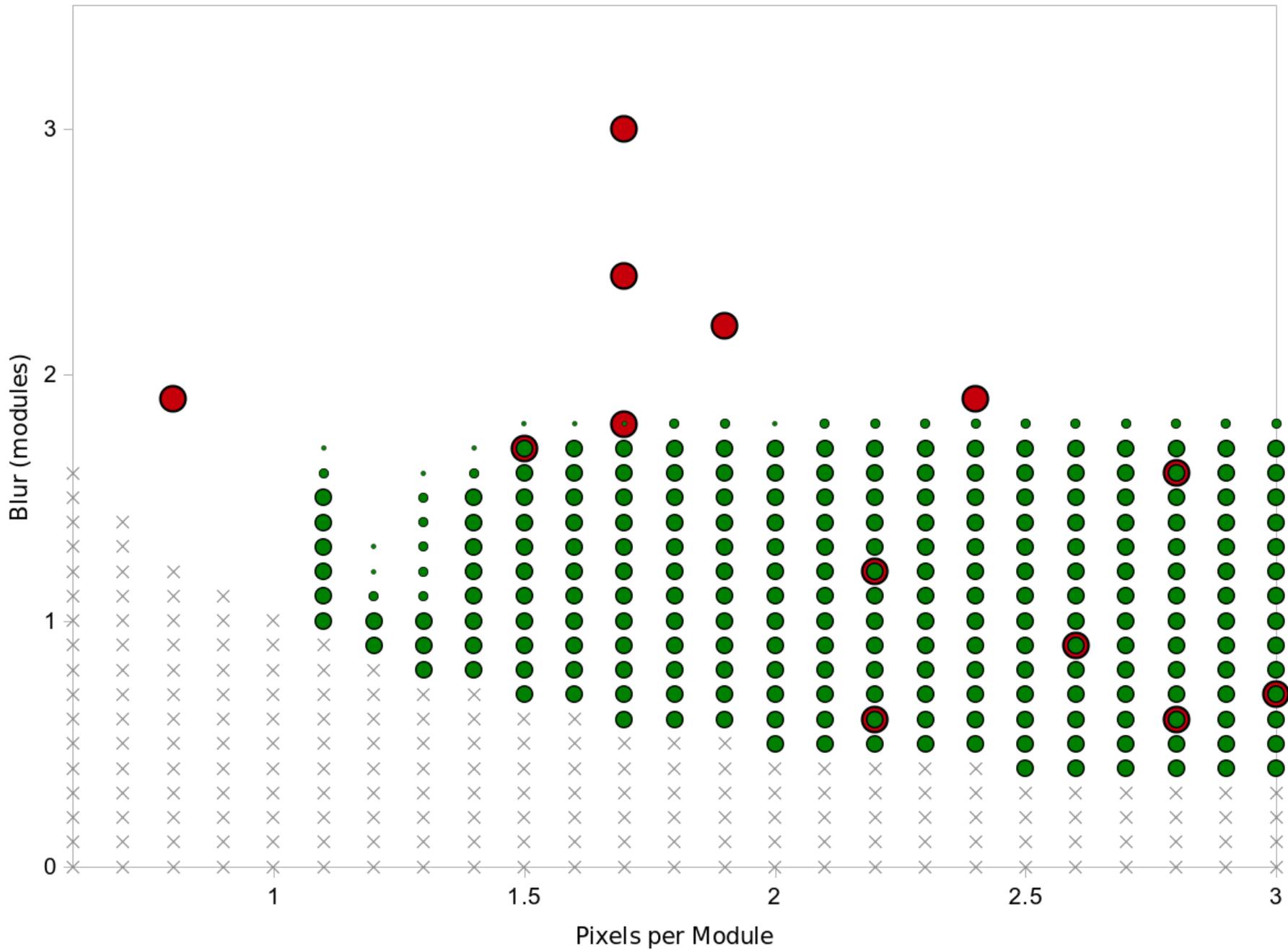
Blur vs BWG



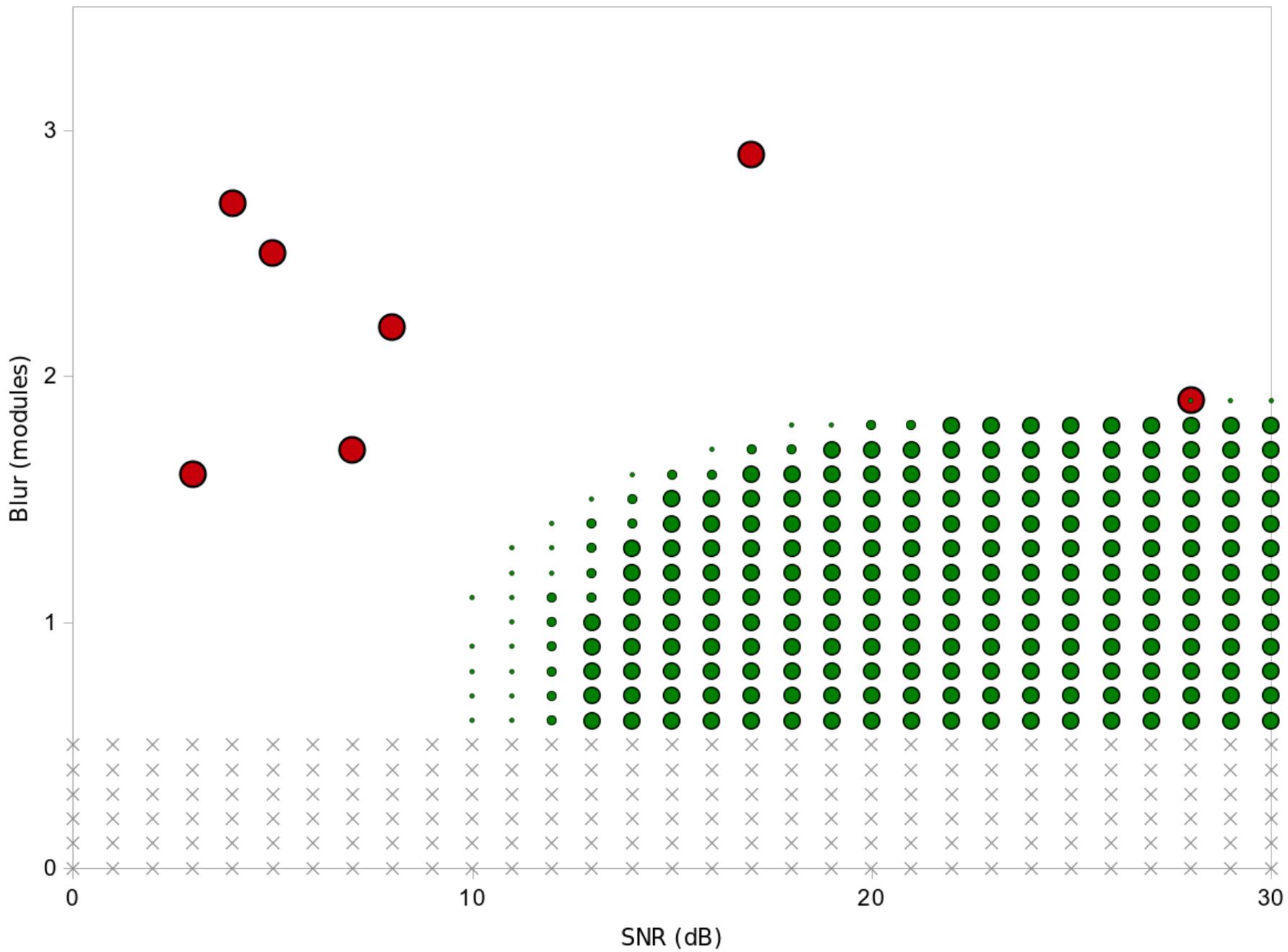
### Blur vs LogGamma



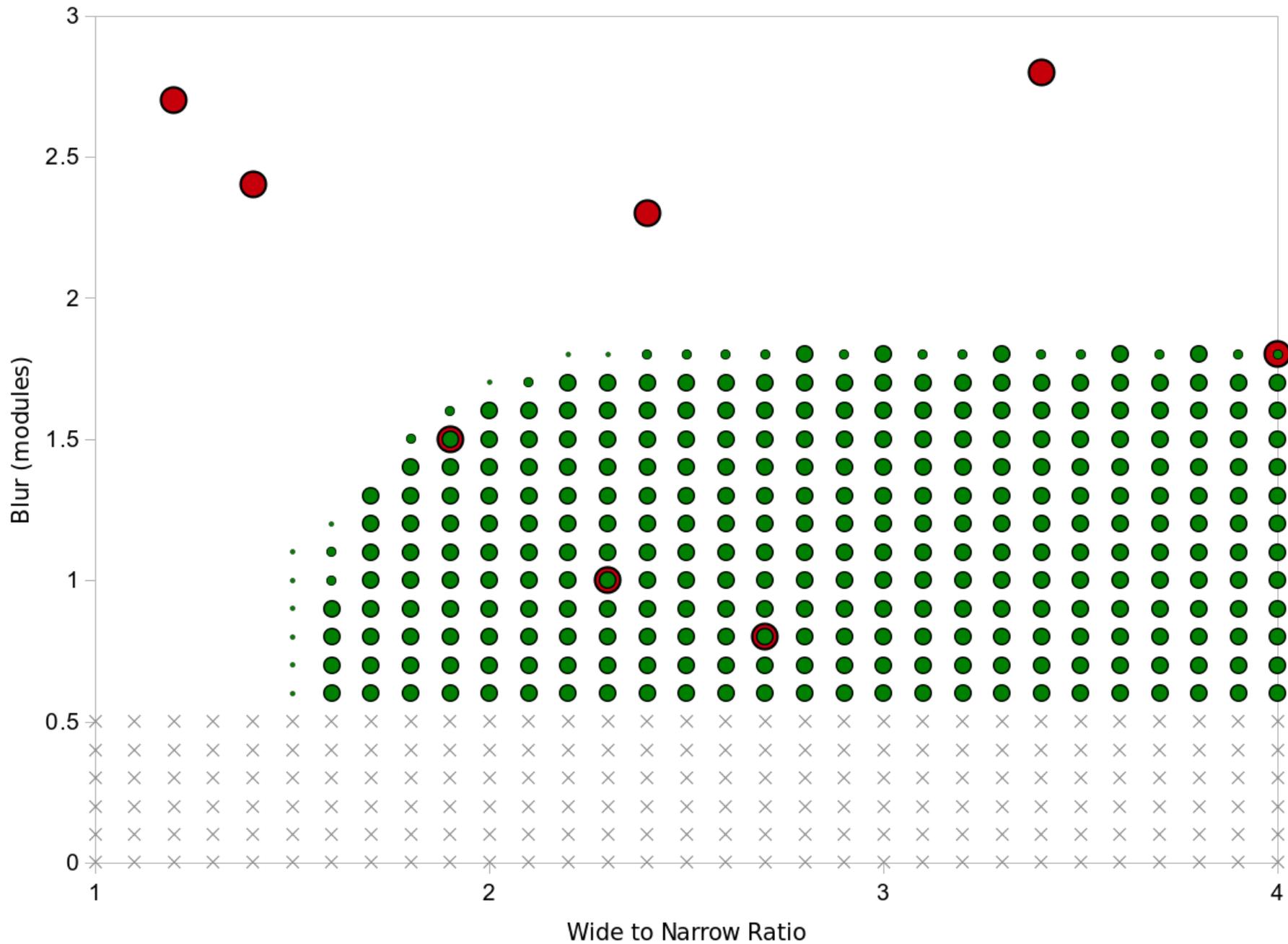
### Blur vs PPM



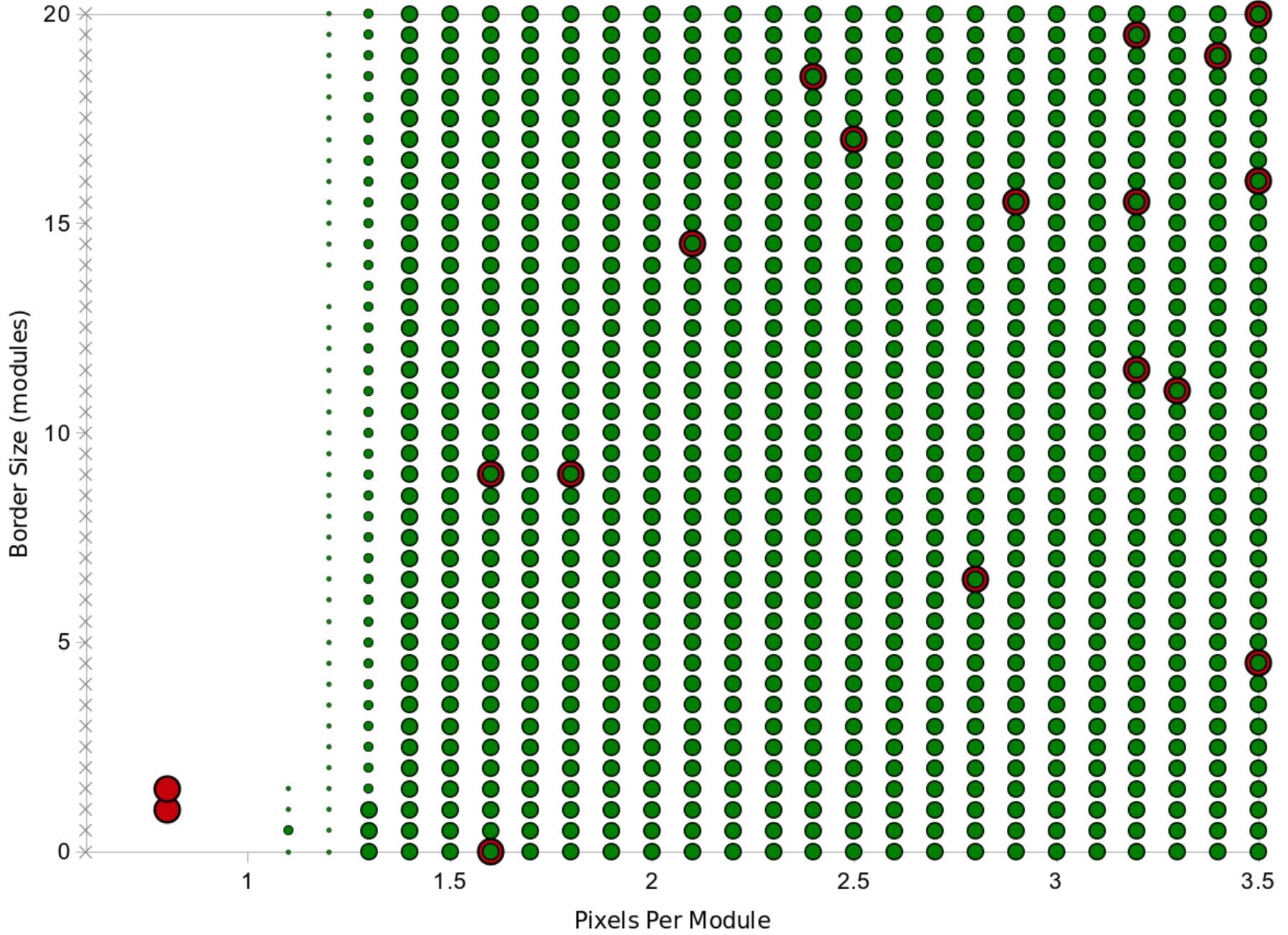
### Blur vs SNR



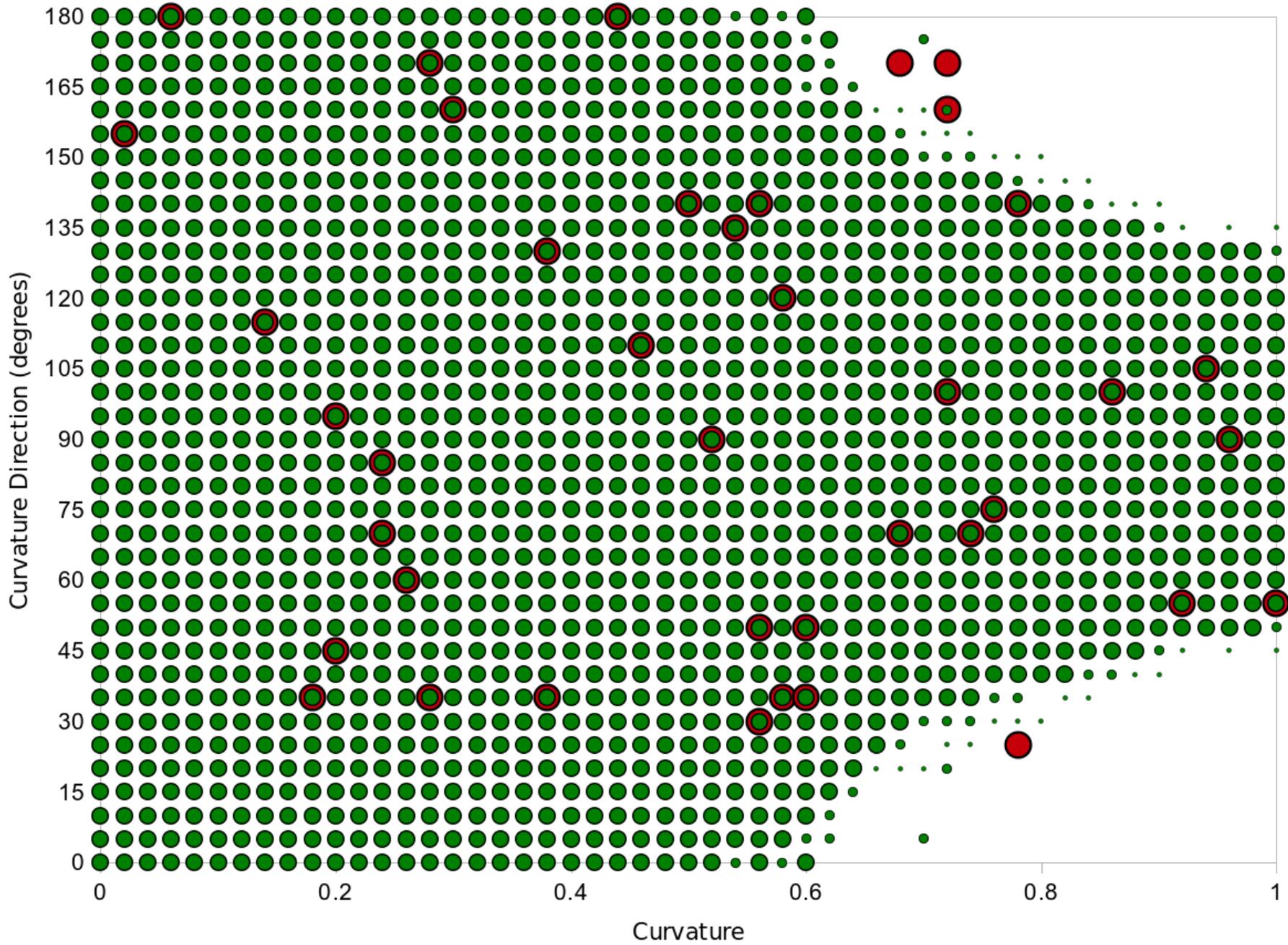
### Blur vs Wide to Narrow Ratio



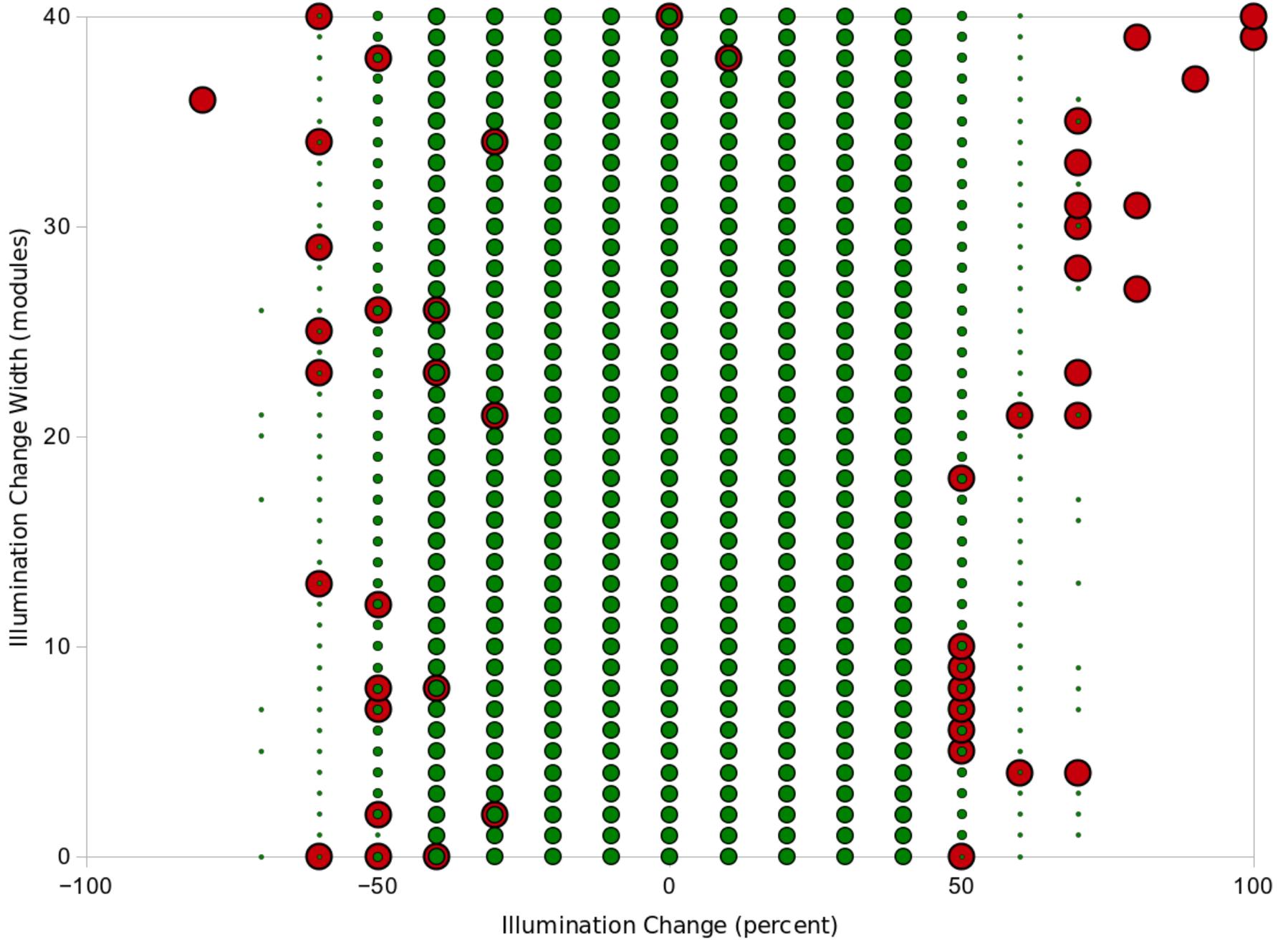
**Border Size vs PPM**



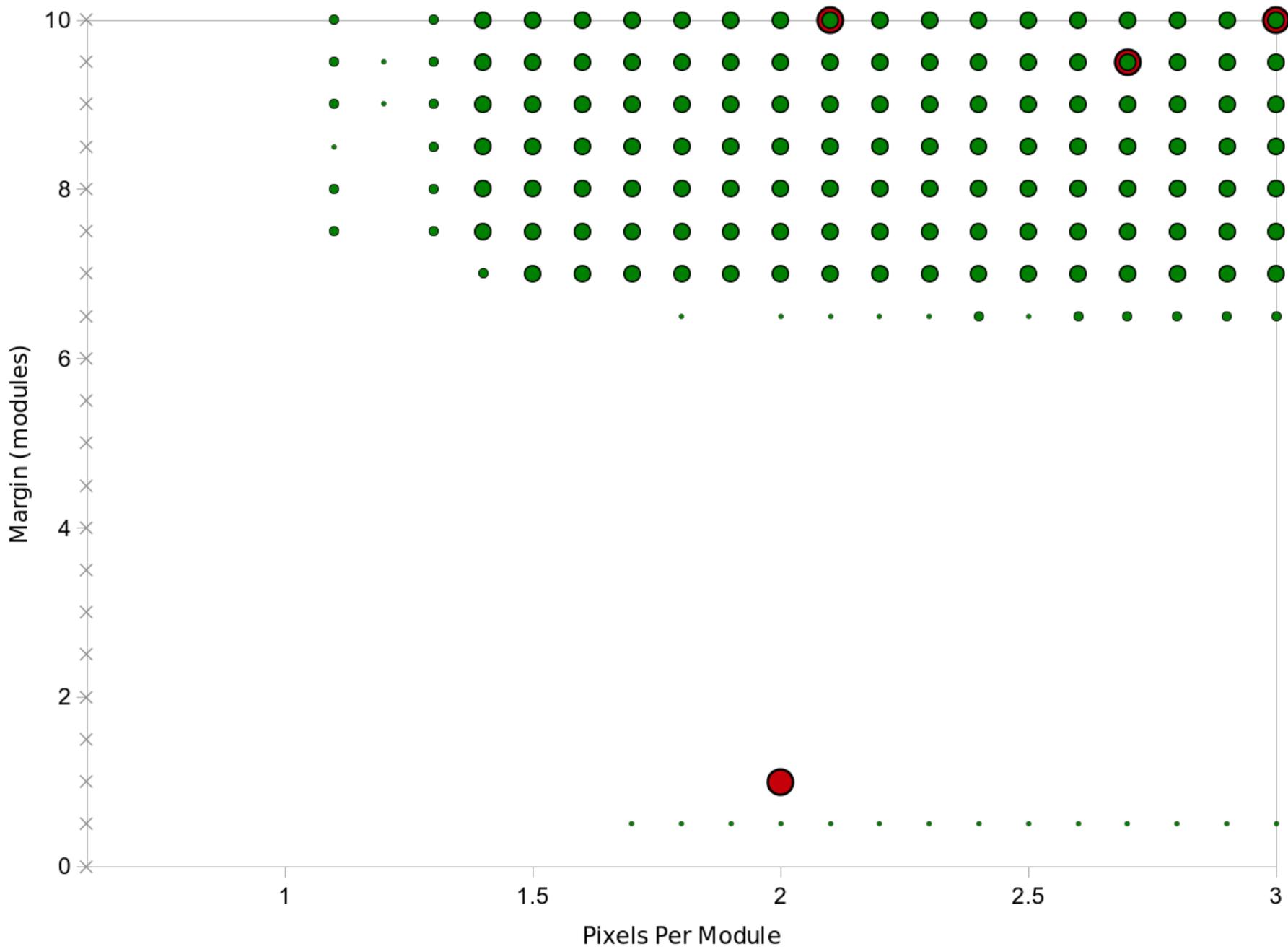
### Curvature Direction vs Curvature



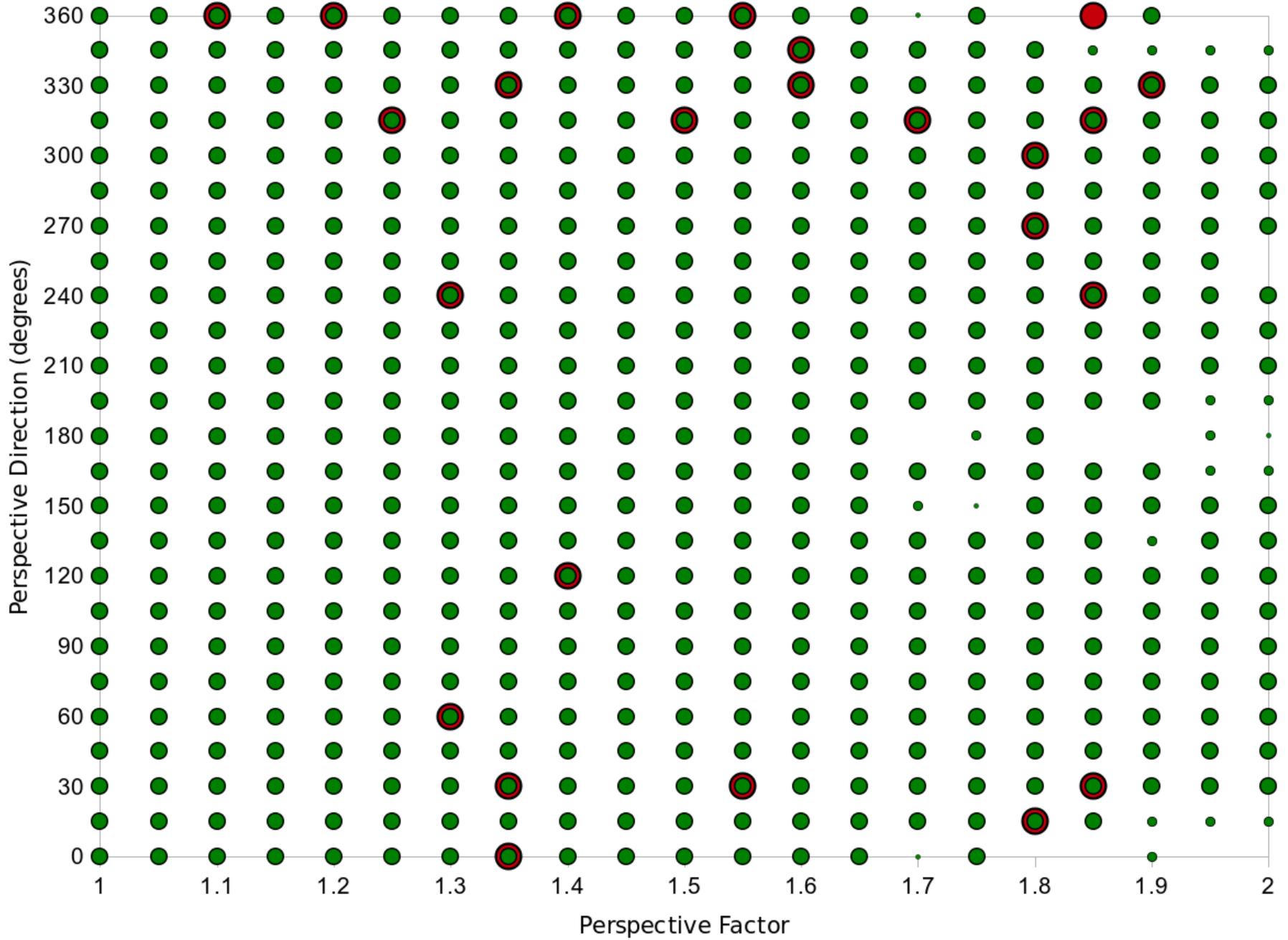
### Illumination Change Width vs Illumination Change



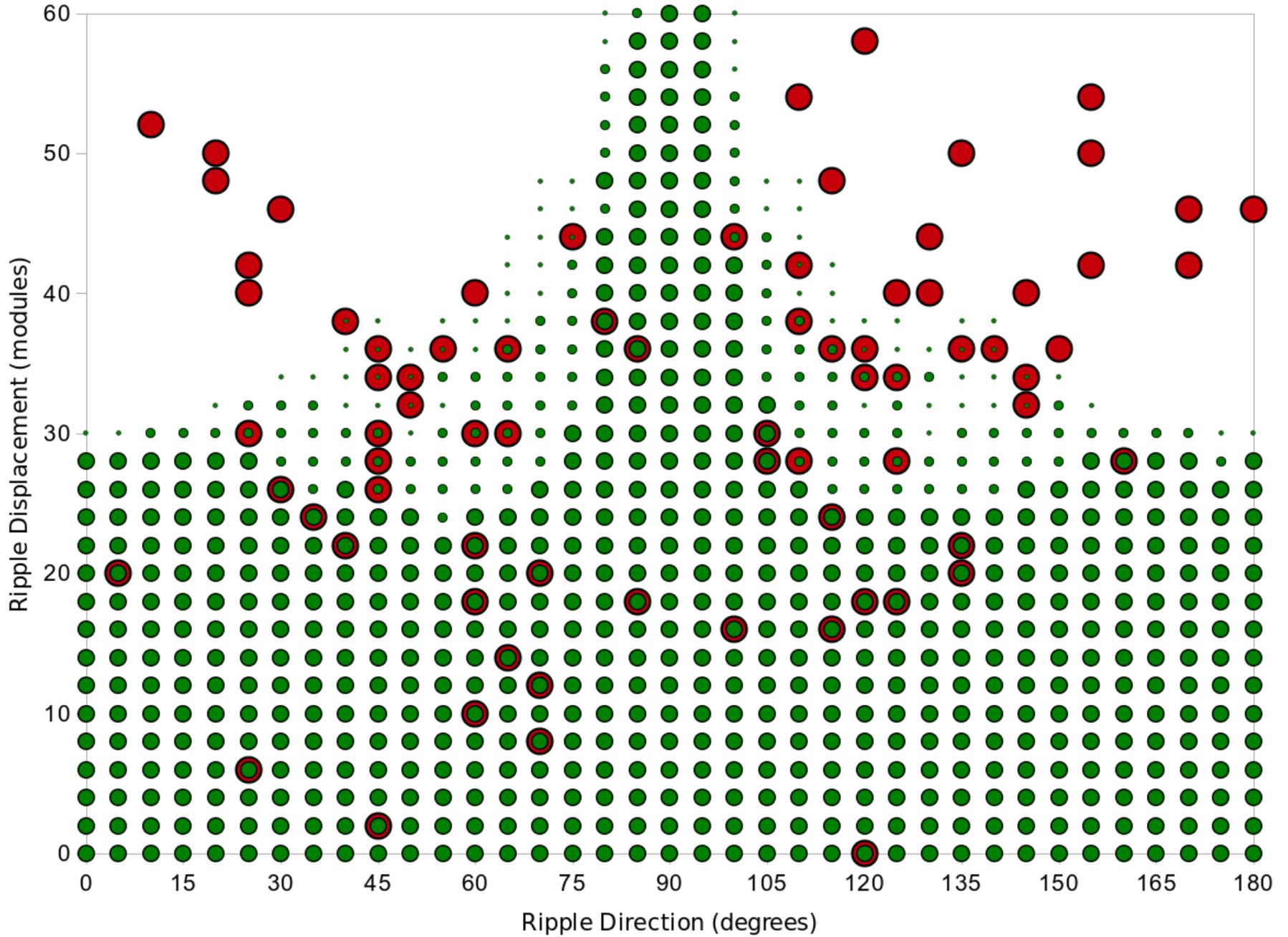
### Margin vs PPM



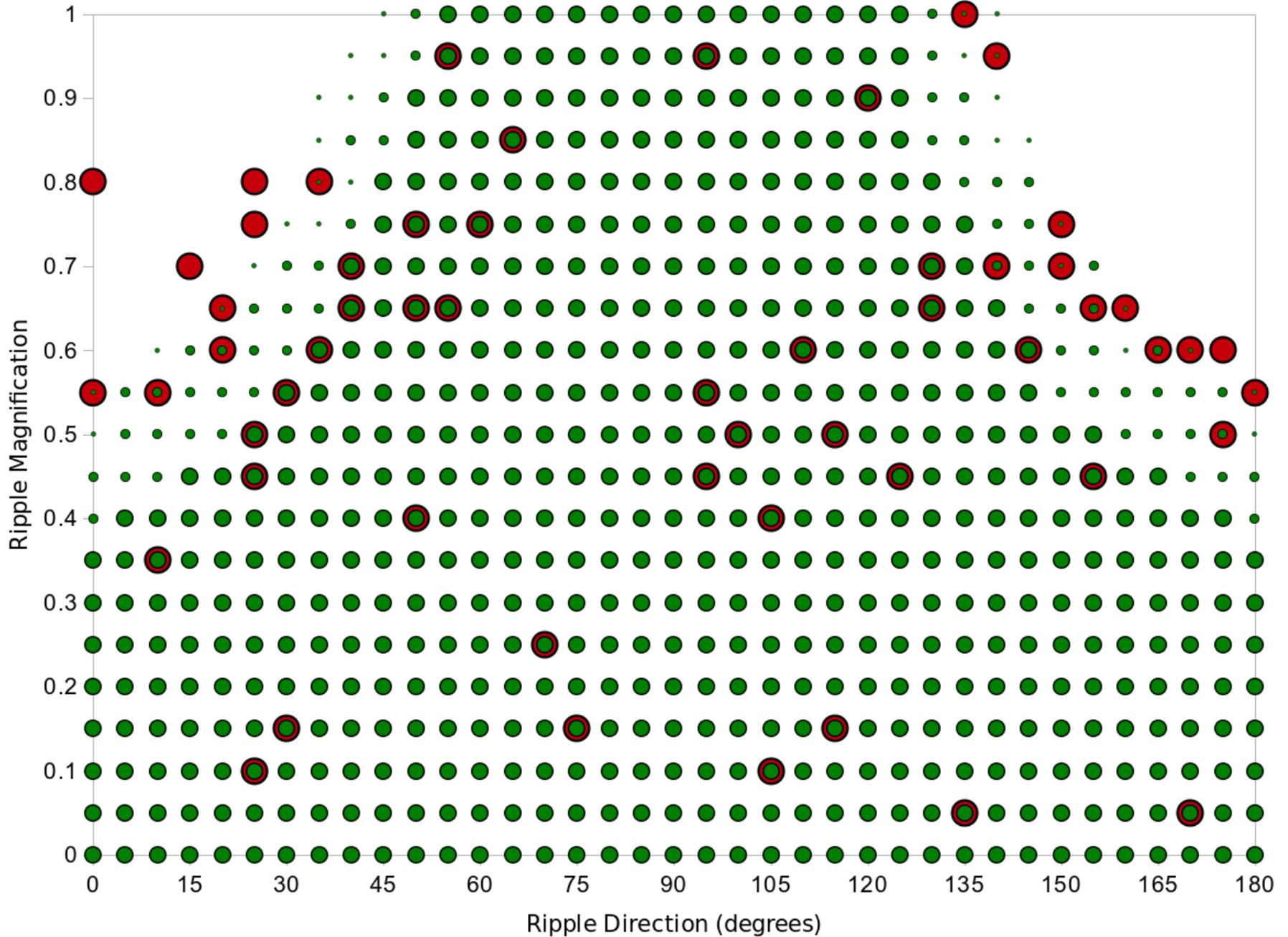
### Perspective Direction vs Perspective Factor



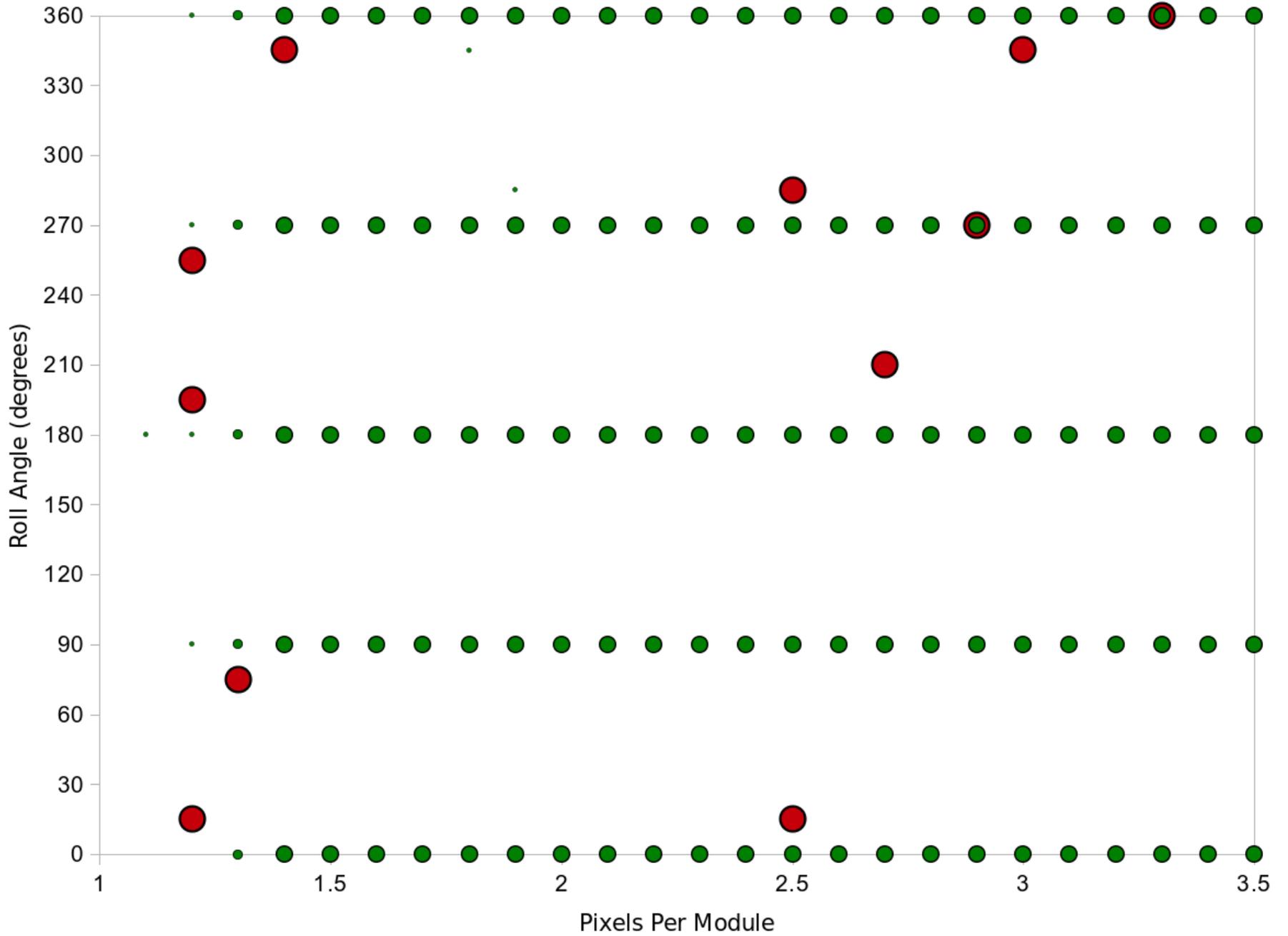
### Ripple Displacement vs Ripple Direction



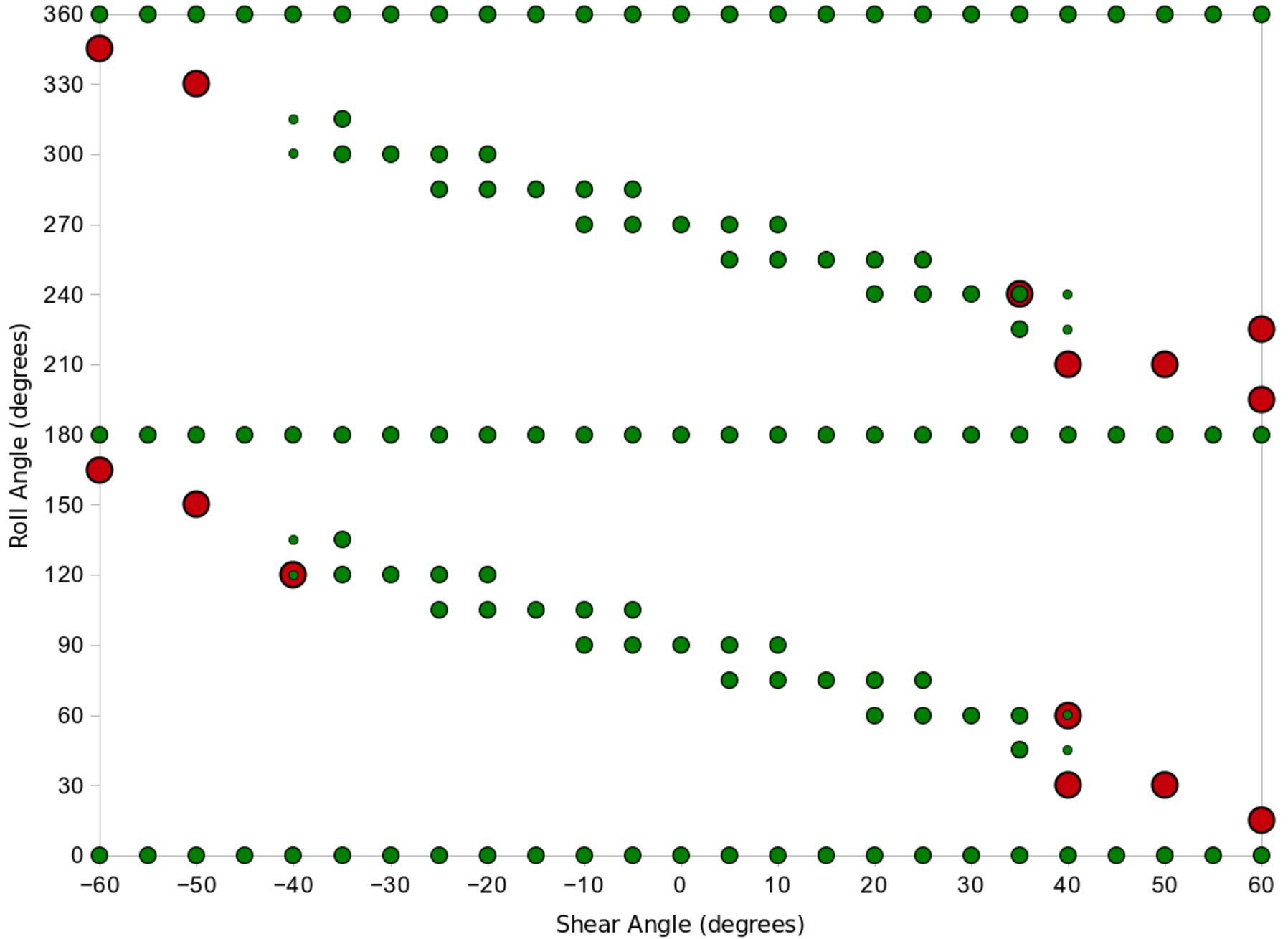
### Ripple Magnification vs Ripple Direction



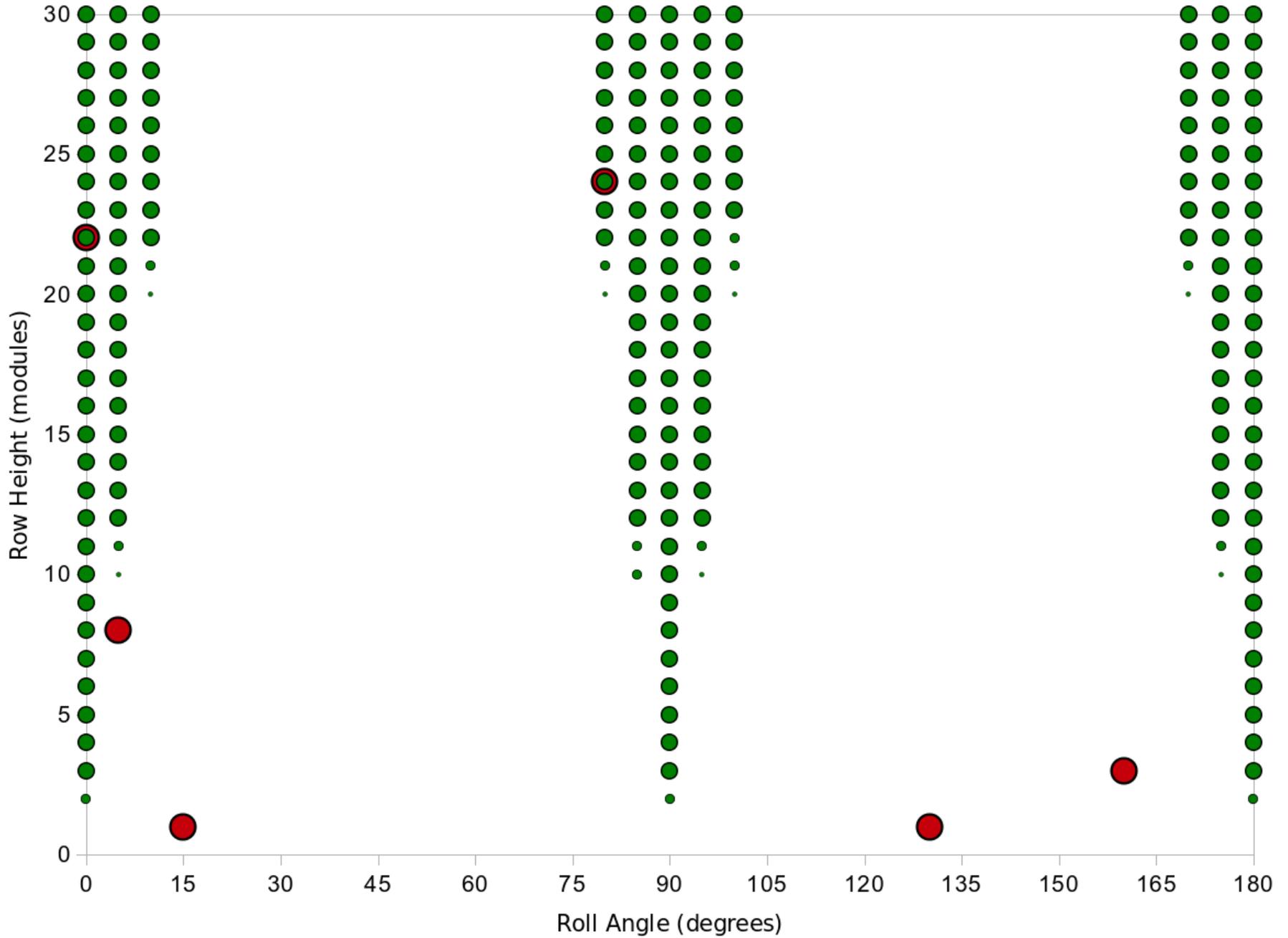
### Roll vs PPM



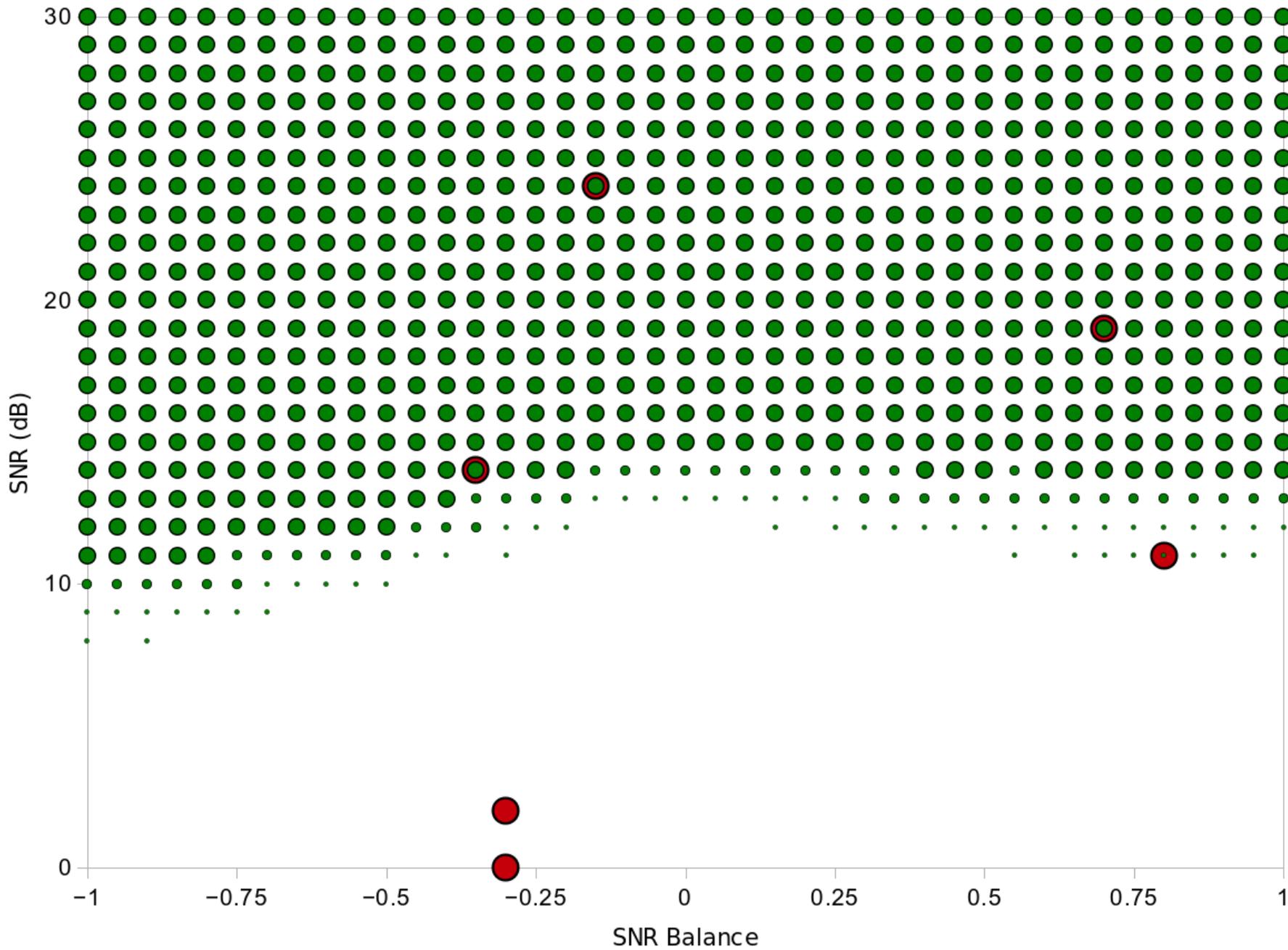
### Roll Angle vs Shear Angle



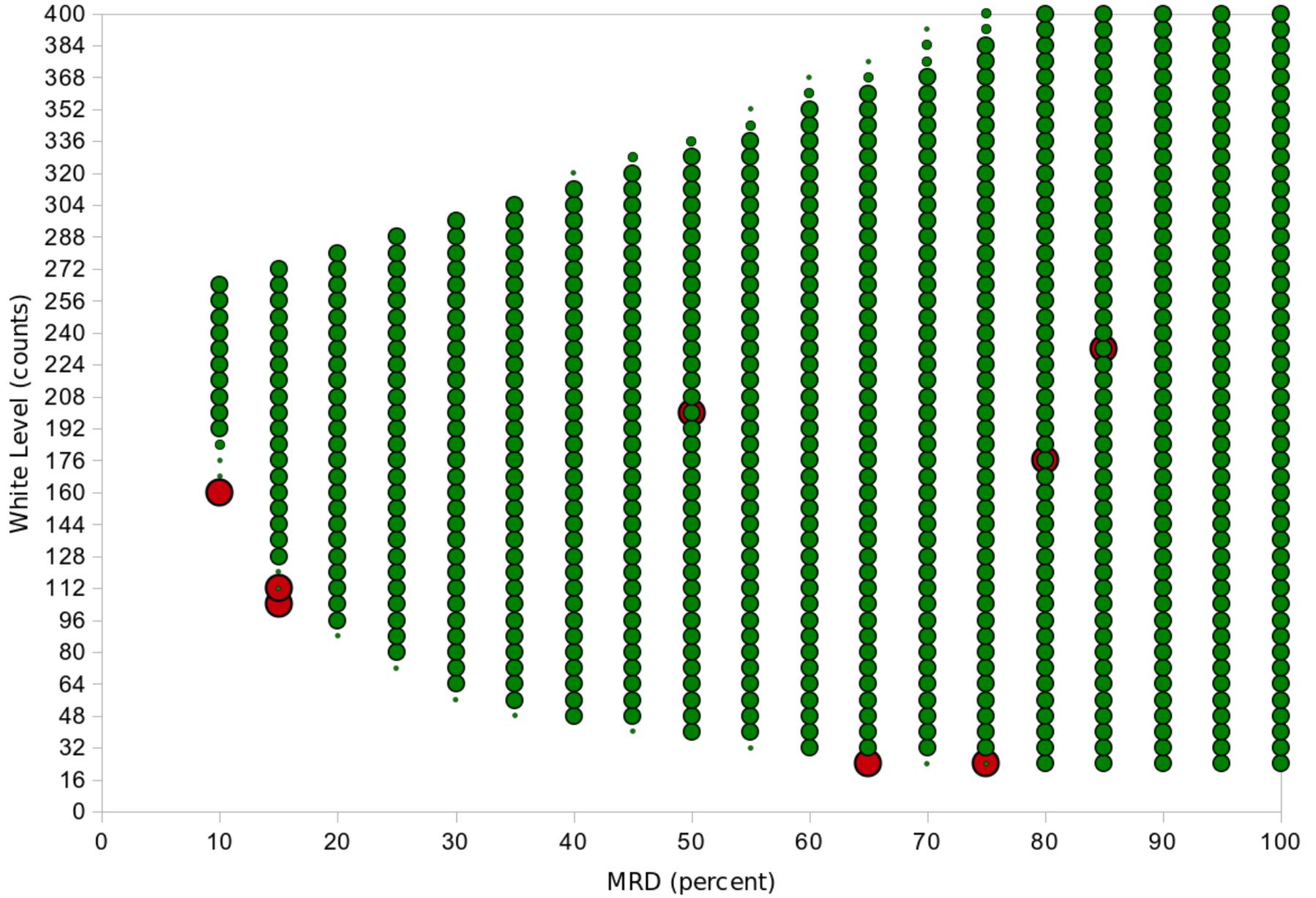
Row Height vs Roll Angle



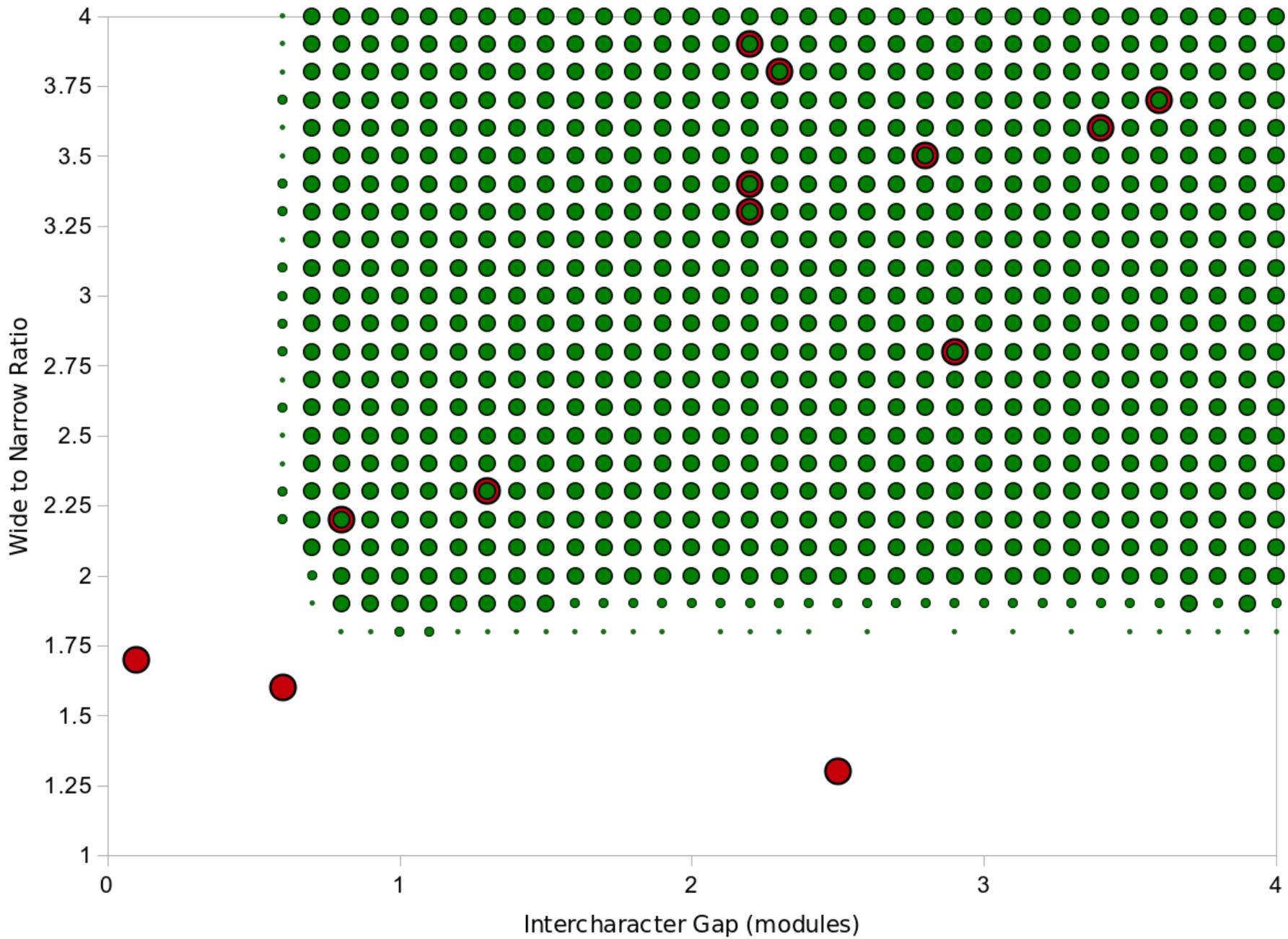
### SNR vs SNR Balance



# White vs MRD



### Wide to Narrow Ratio vs Intercharacter Gap



### Wide to Narrow Ratio vs PPM

