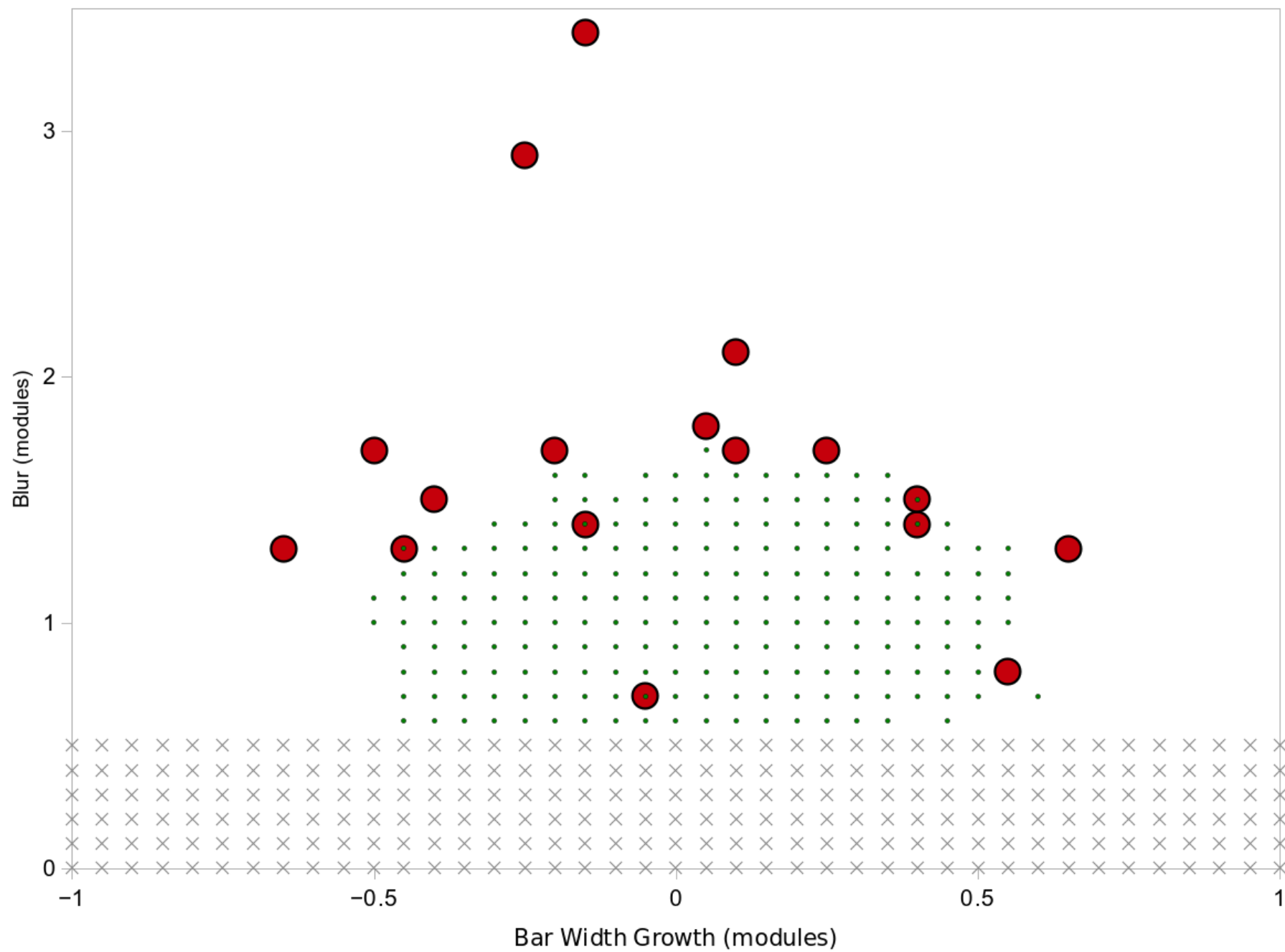
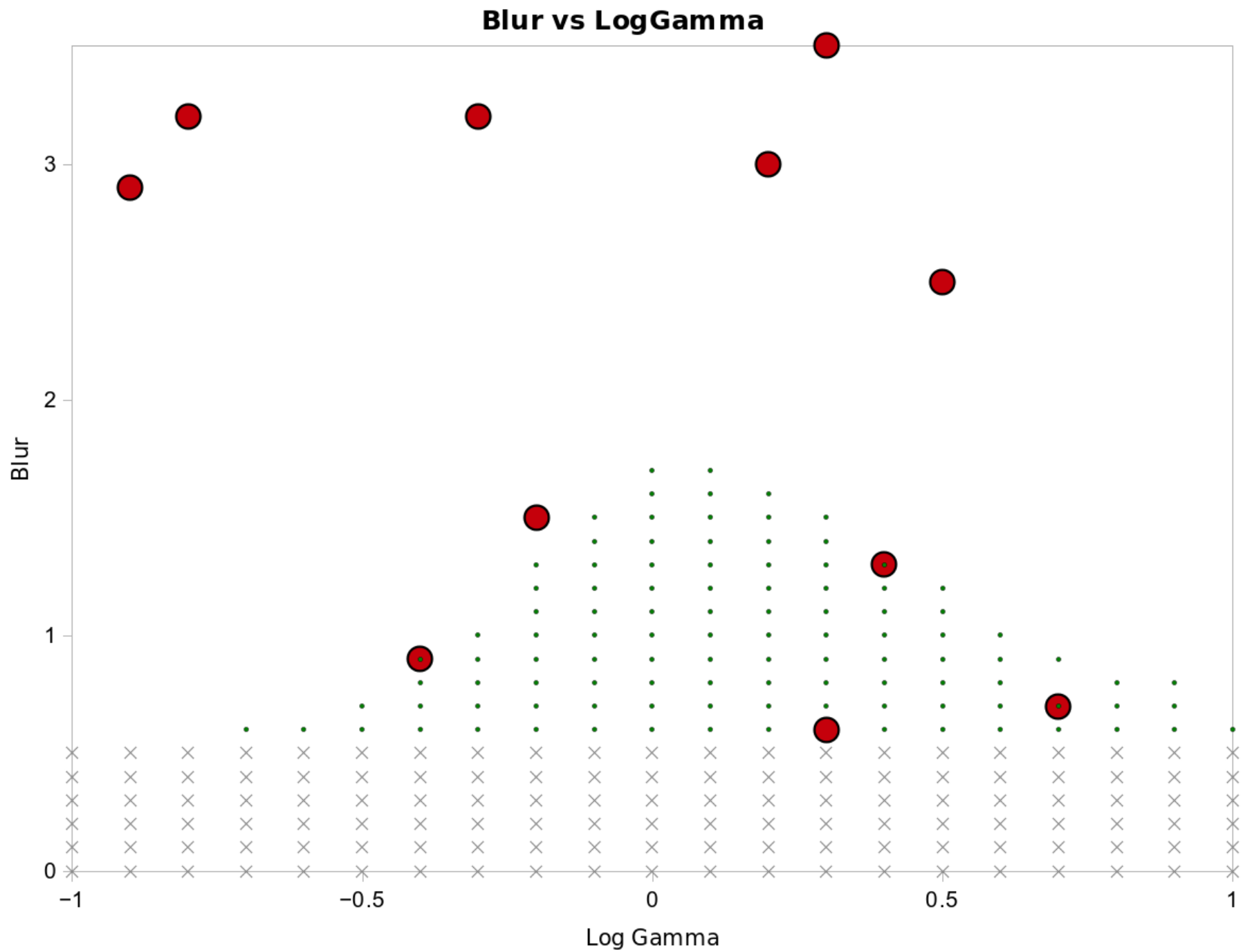


Decoder Sensitivity
Zbar v 0.10
For Image C3921A

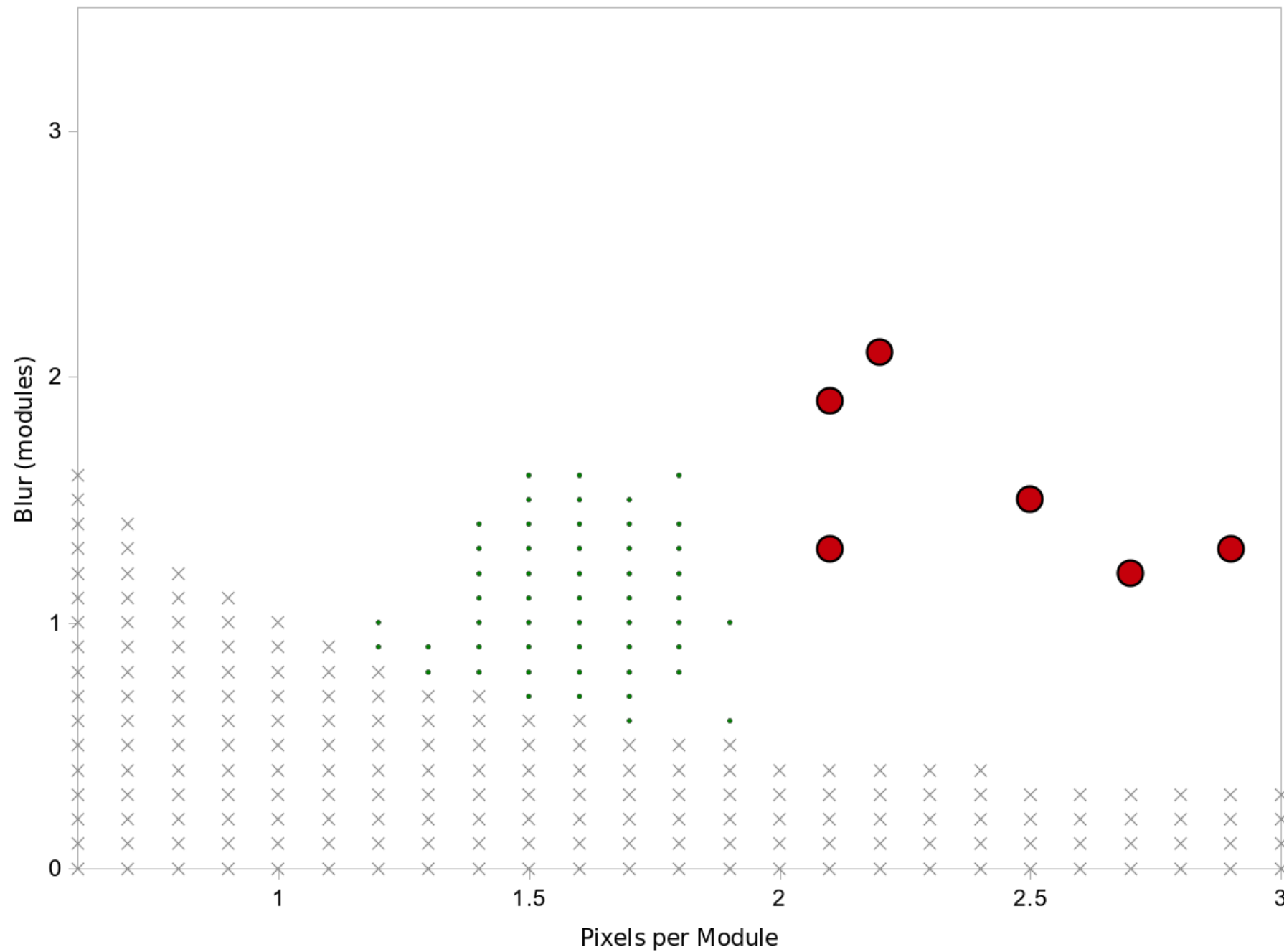
Prepared for: QEDWare
September 5, 2013

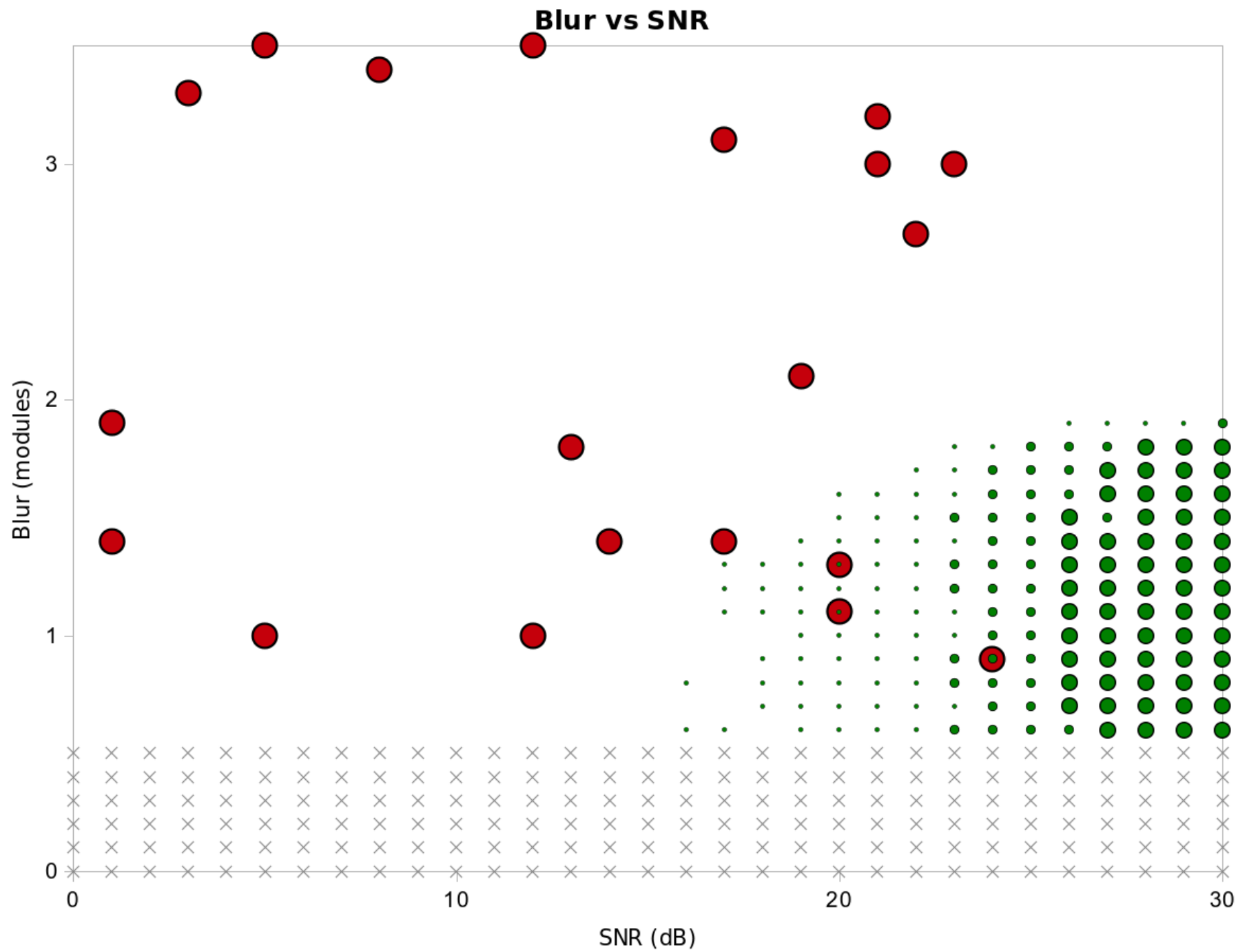
Blur vs BWG



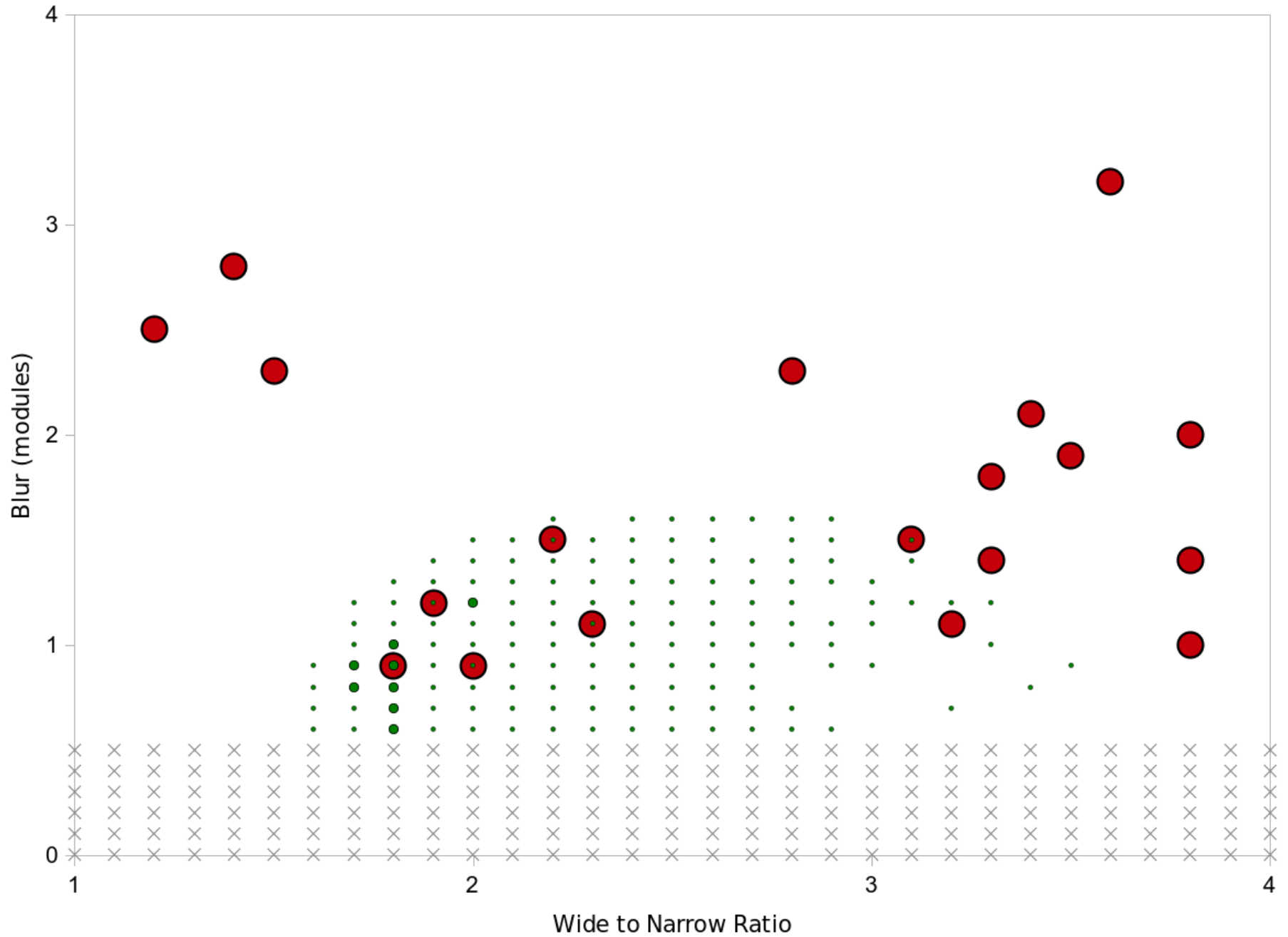


Blur vs PPM

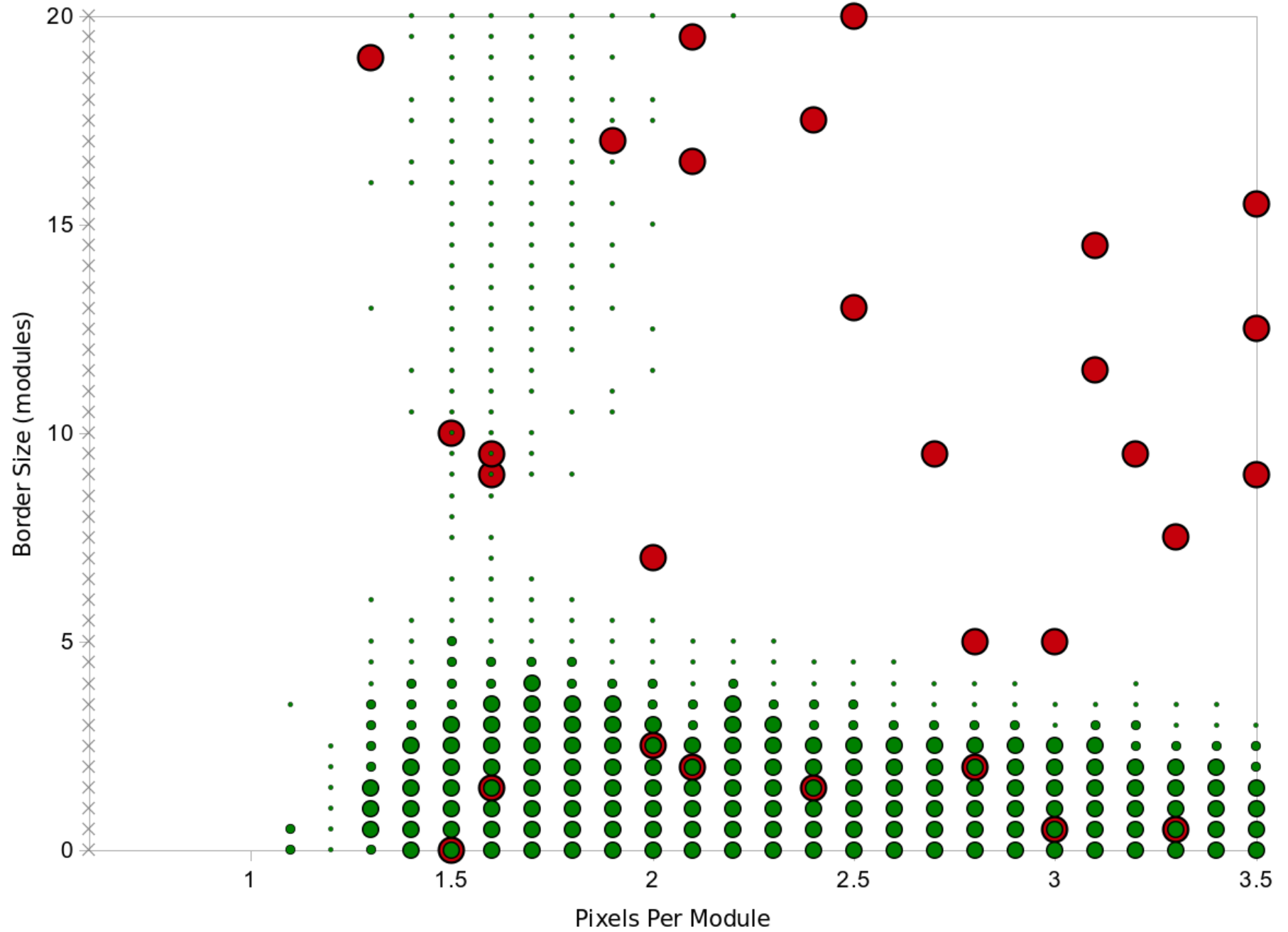




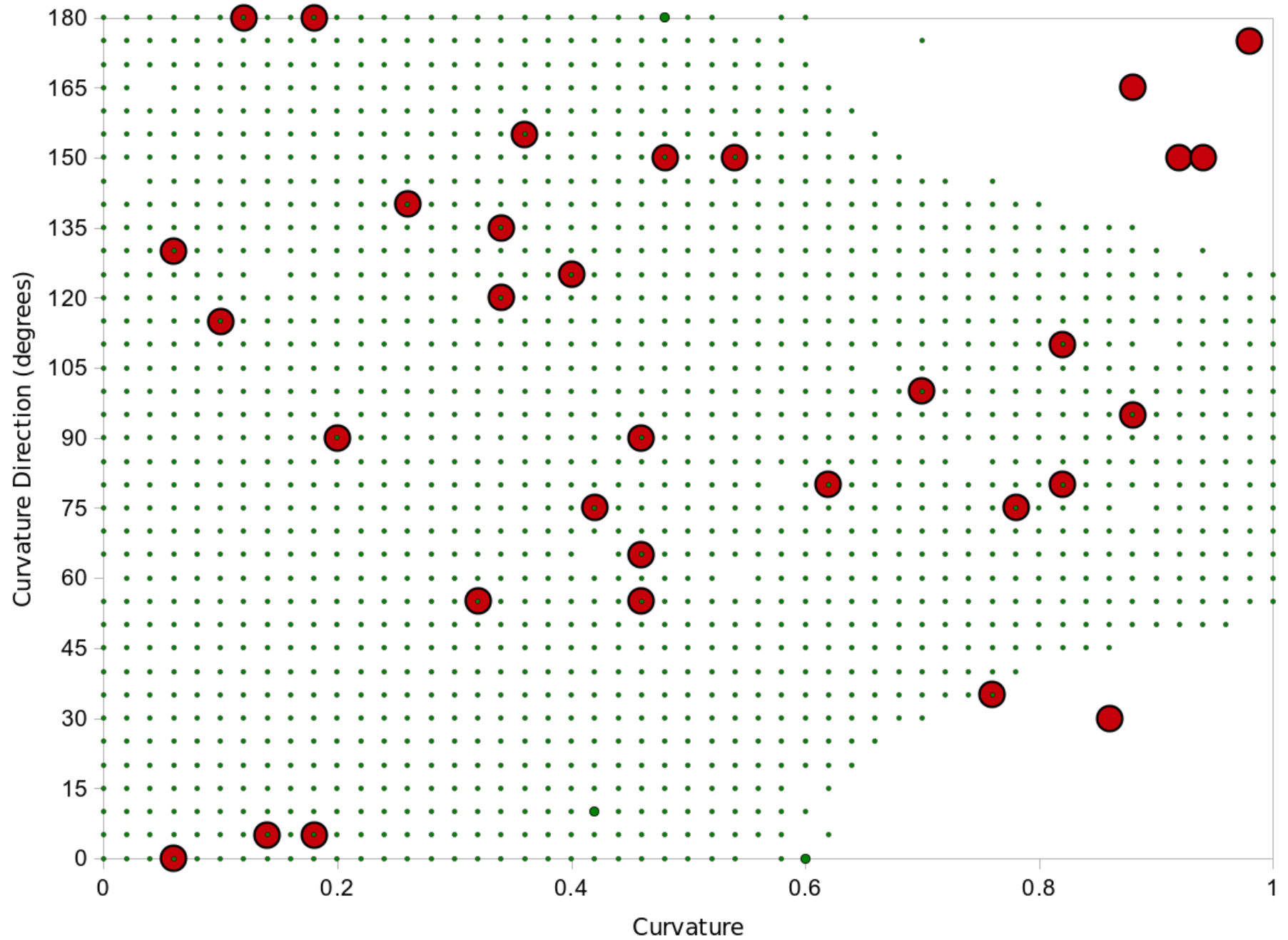
Blur vs Wide to Narrow Ratio



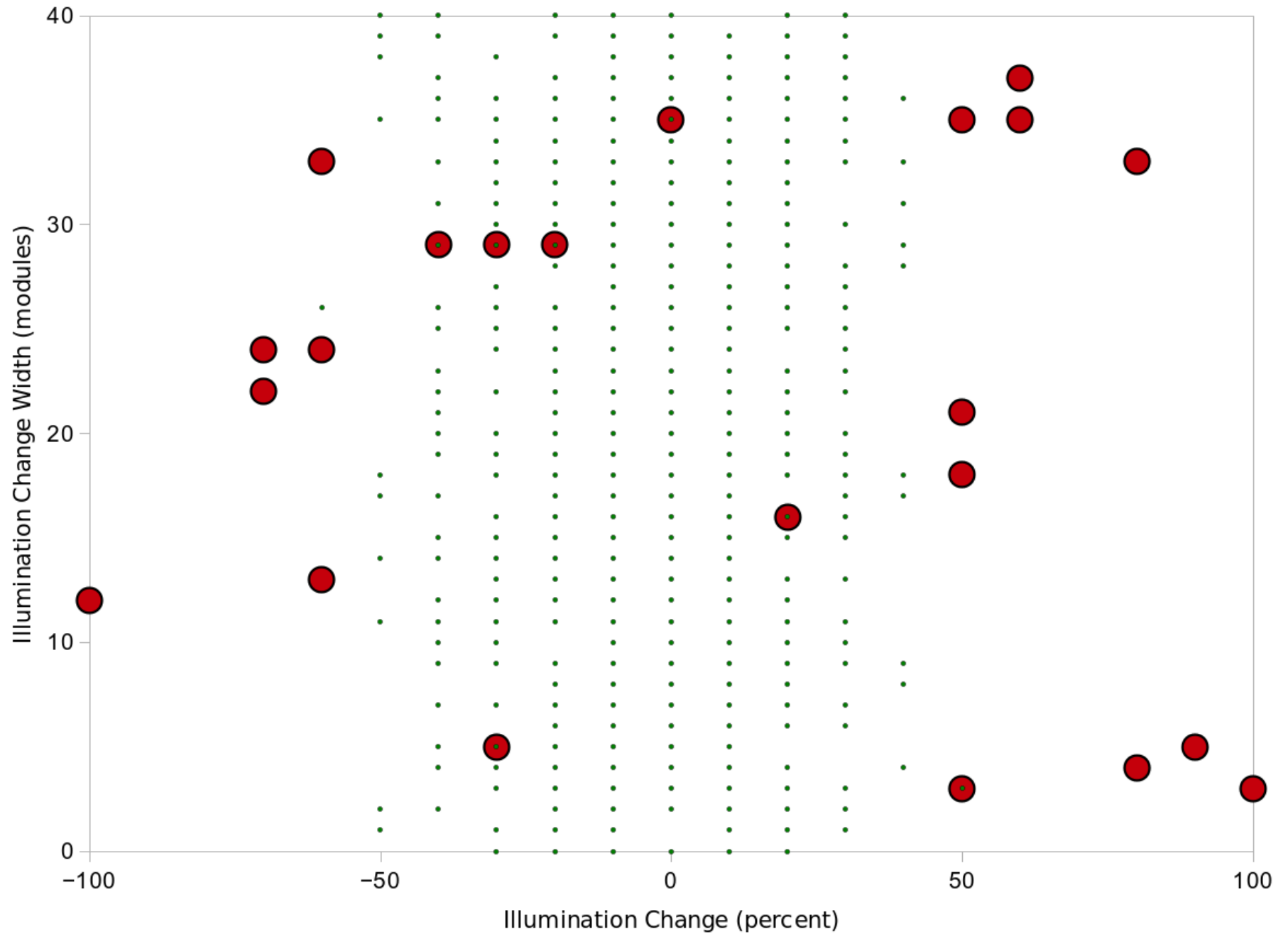
Border Size vs PPM



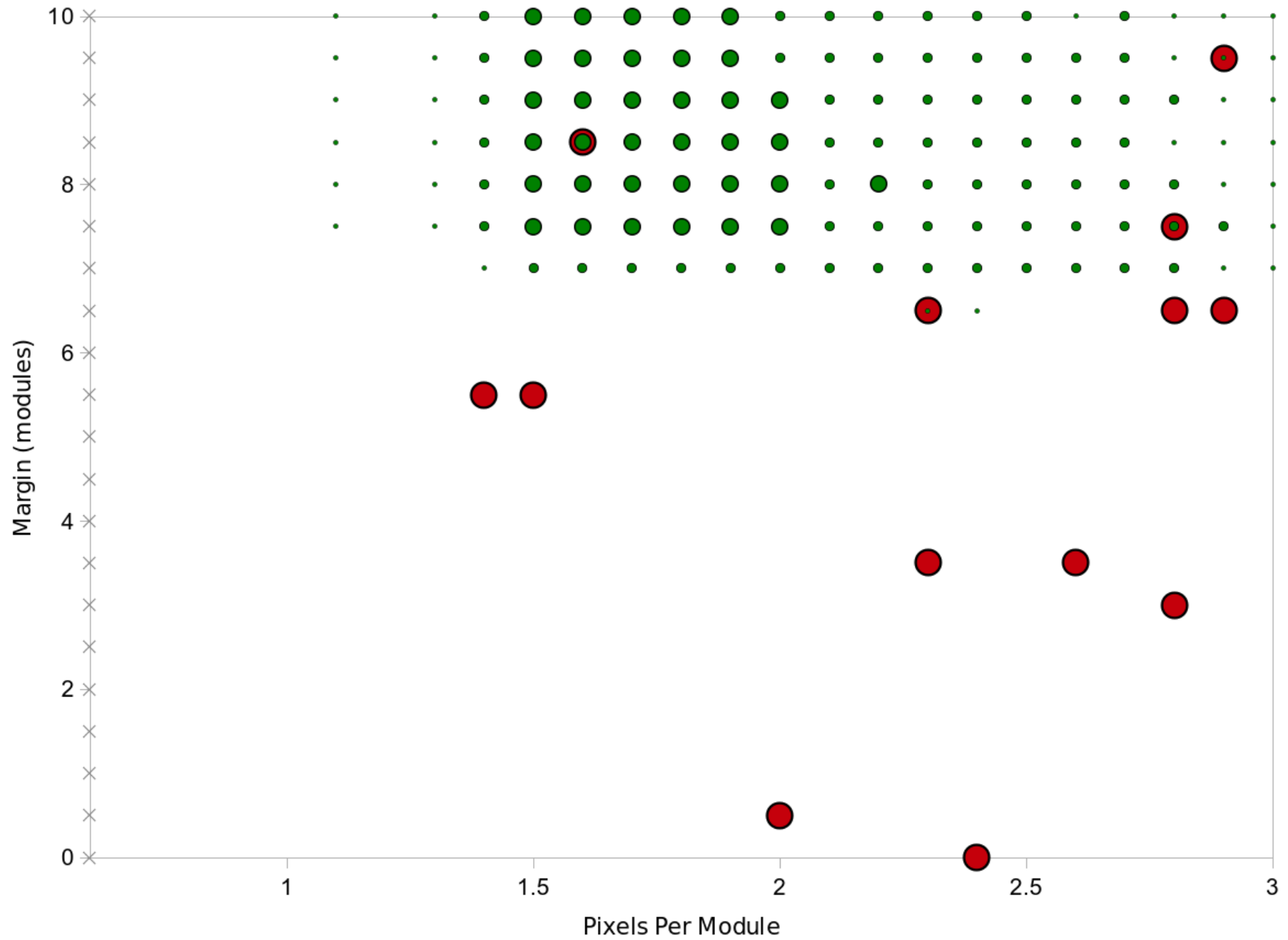
Curvature Direction vs Curvature



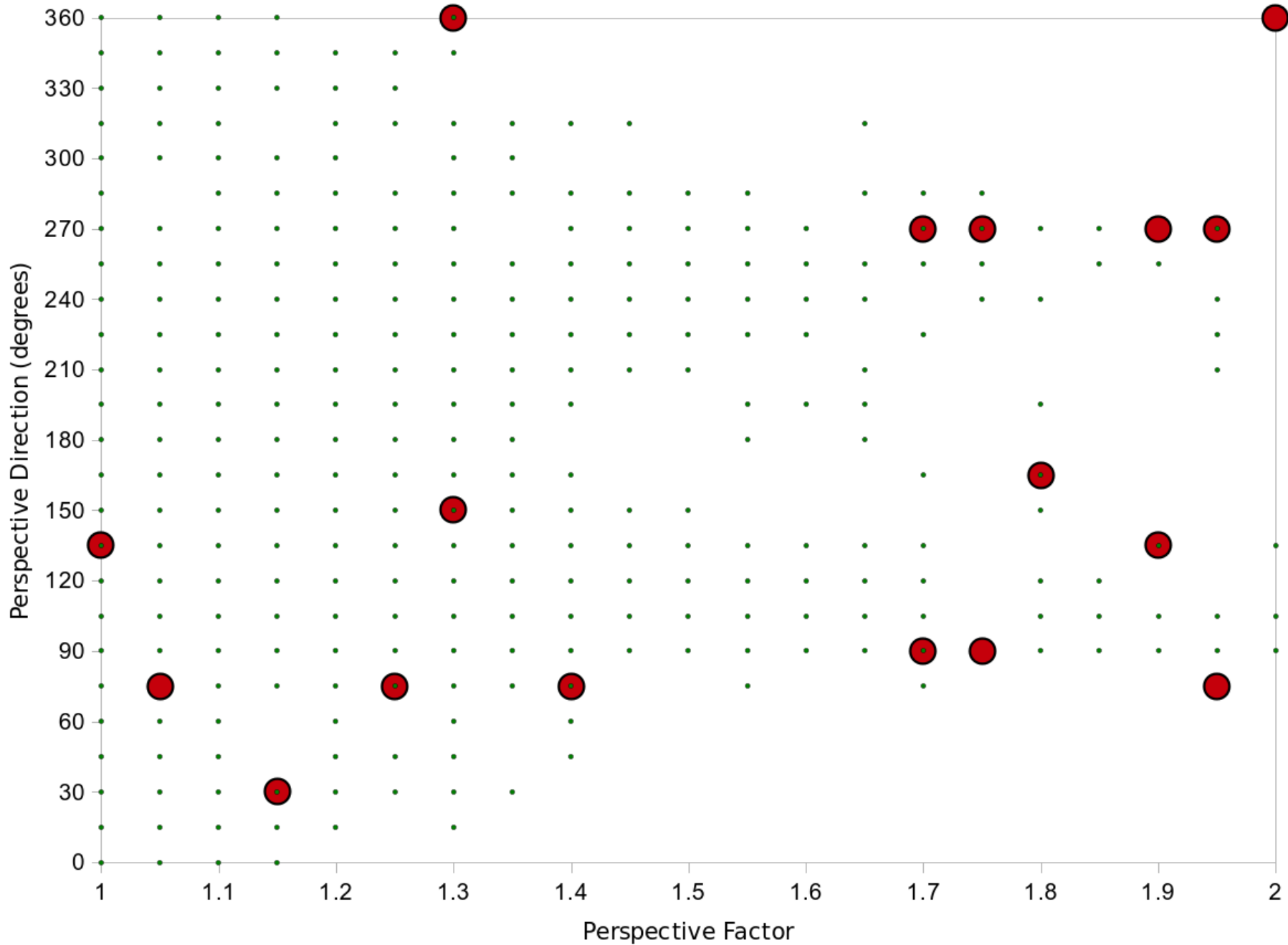
Illumination Change Width vs Illumination Change



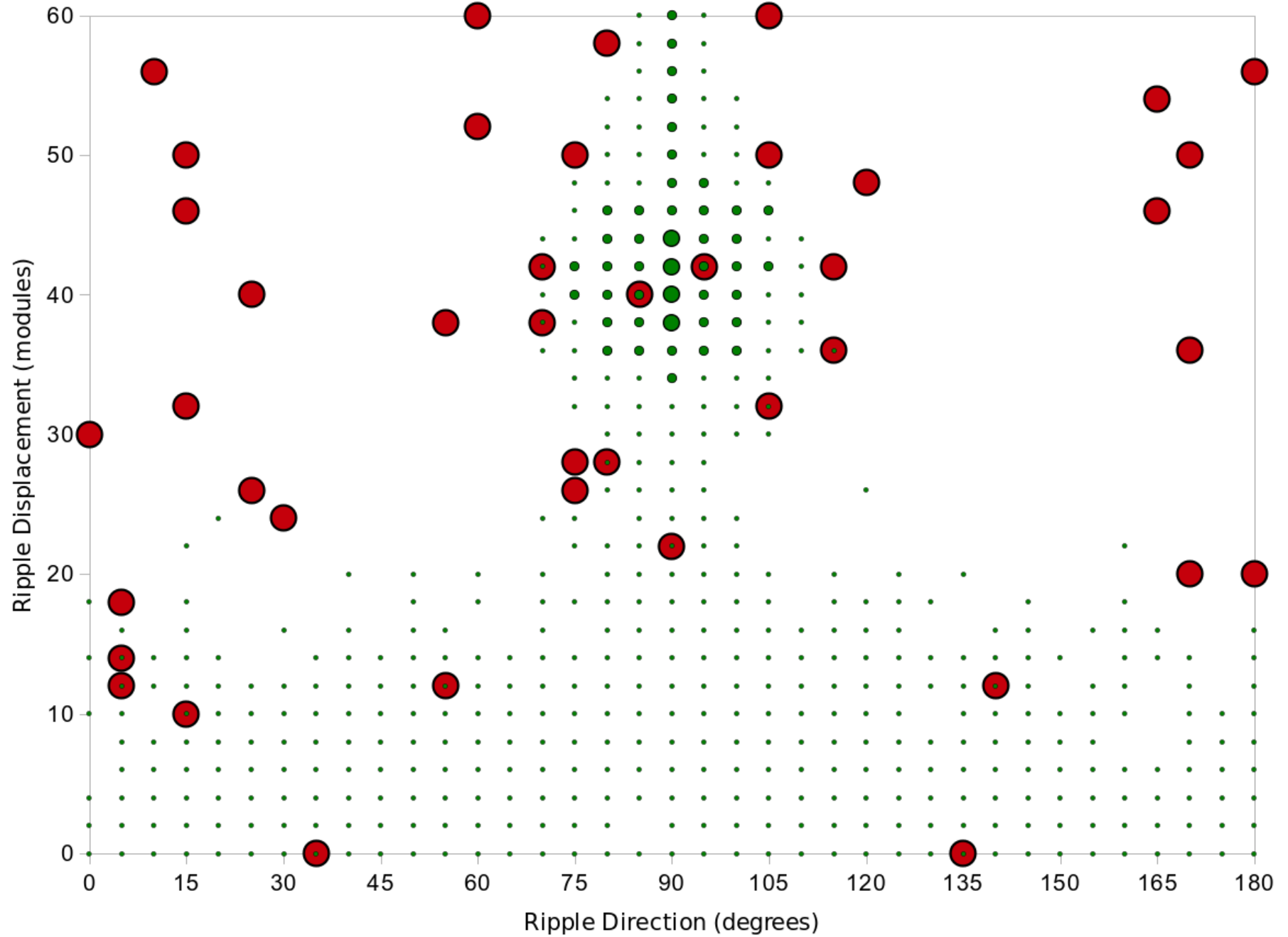
Margin vs PPM



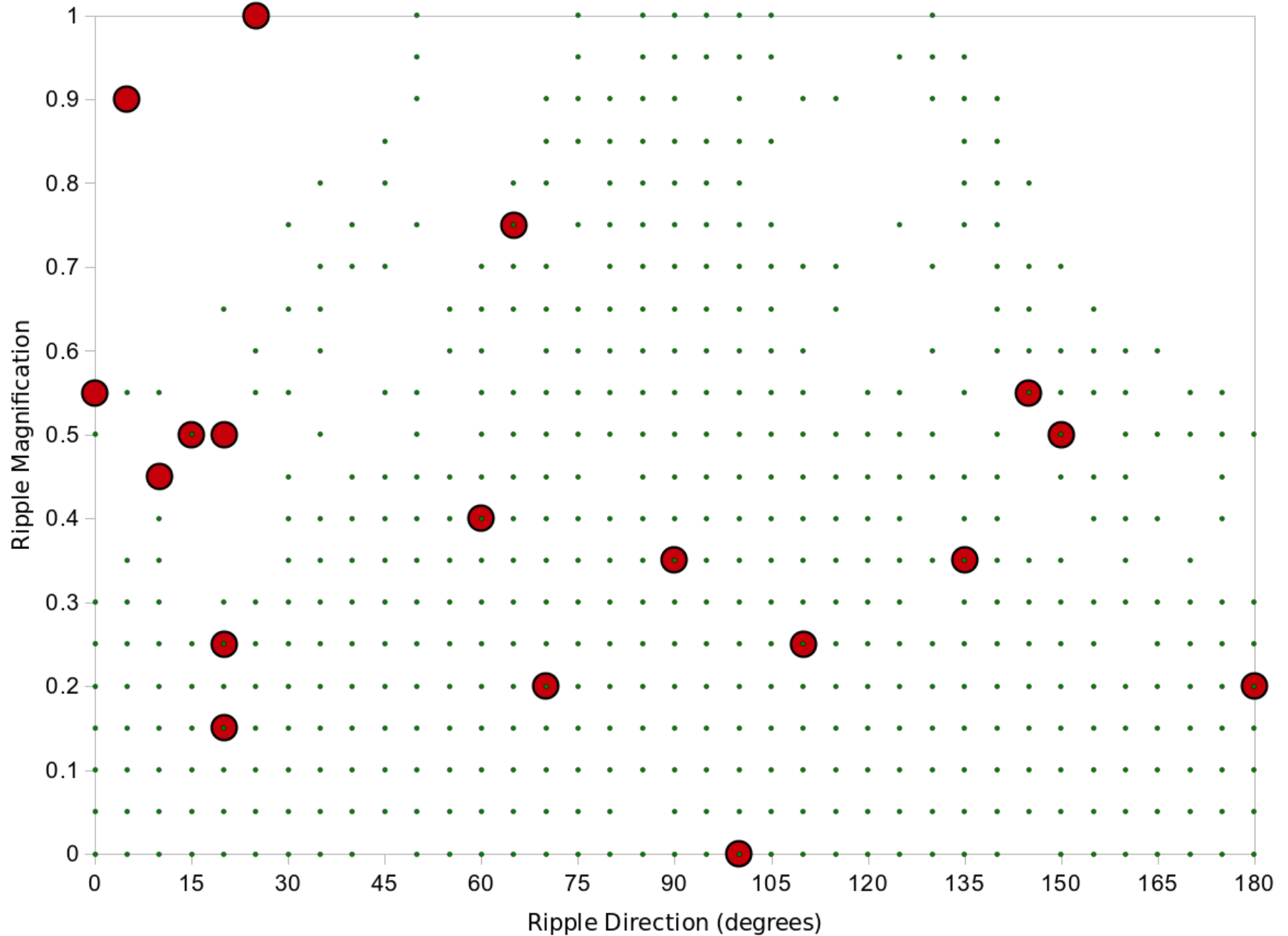
Perspective Direction vs Perspective Factor



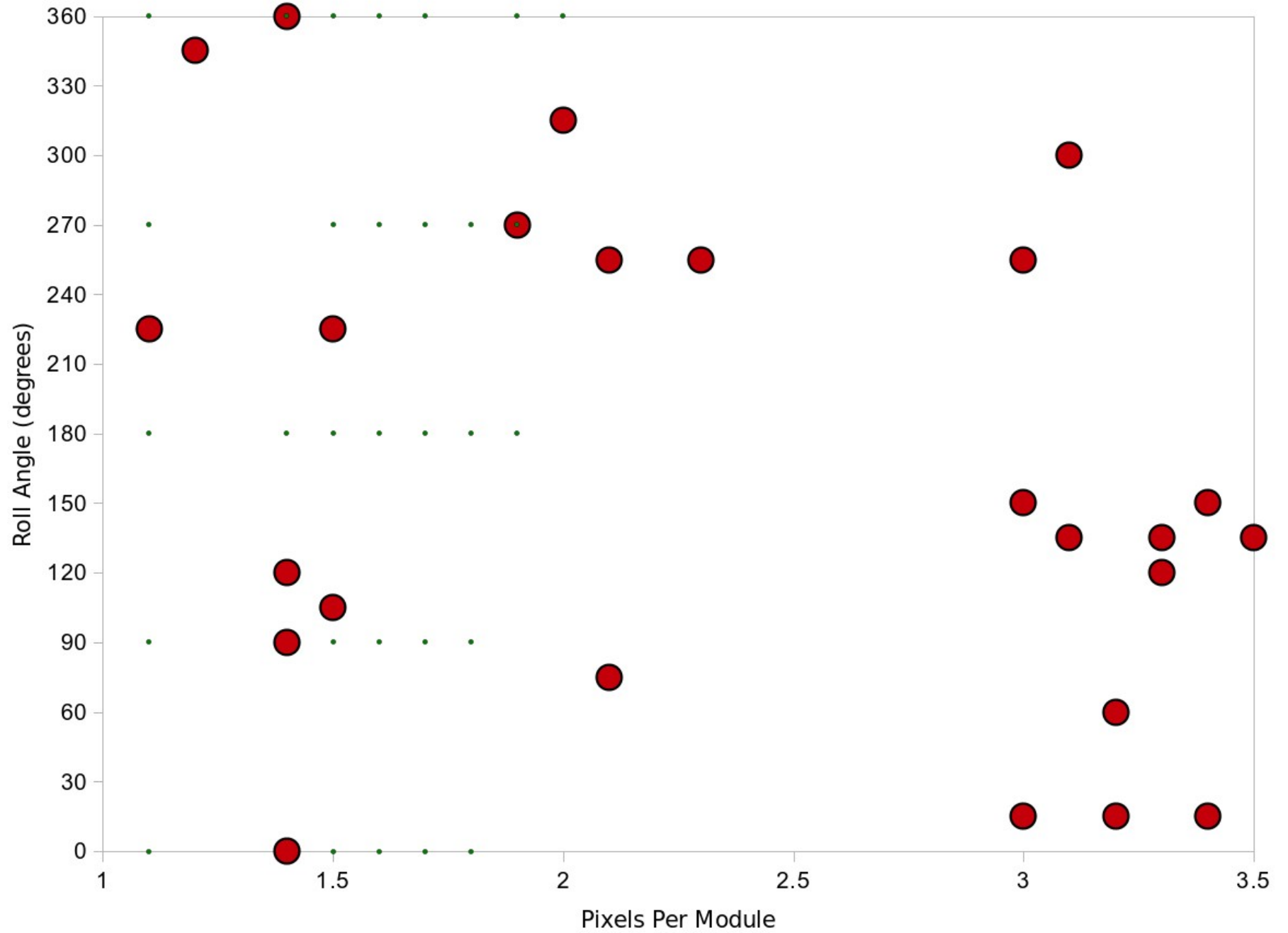
Ripple Displacement vs Ripple Direction



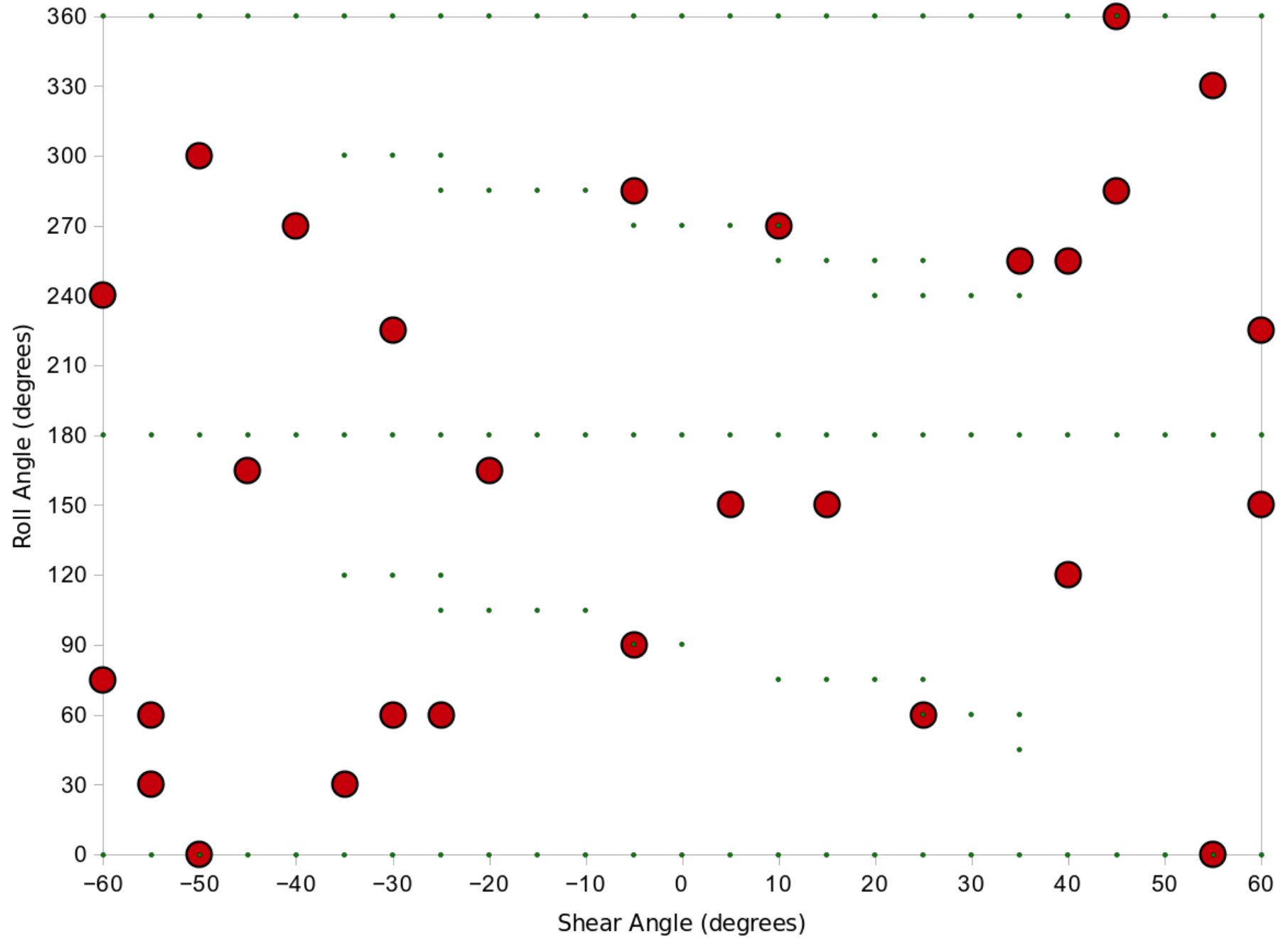
Ripple Magnification vs Ripple Direction



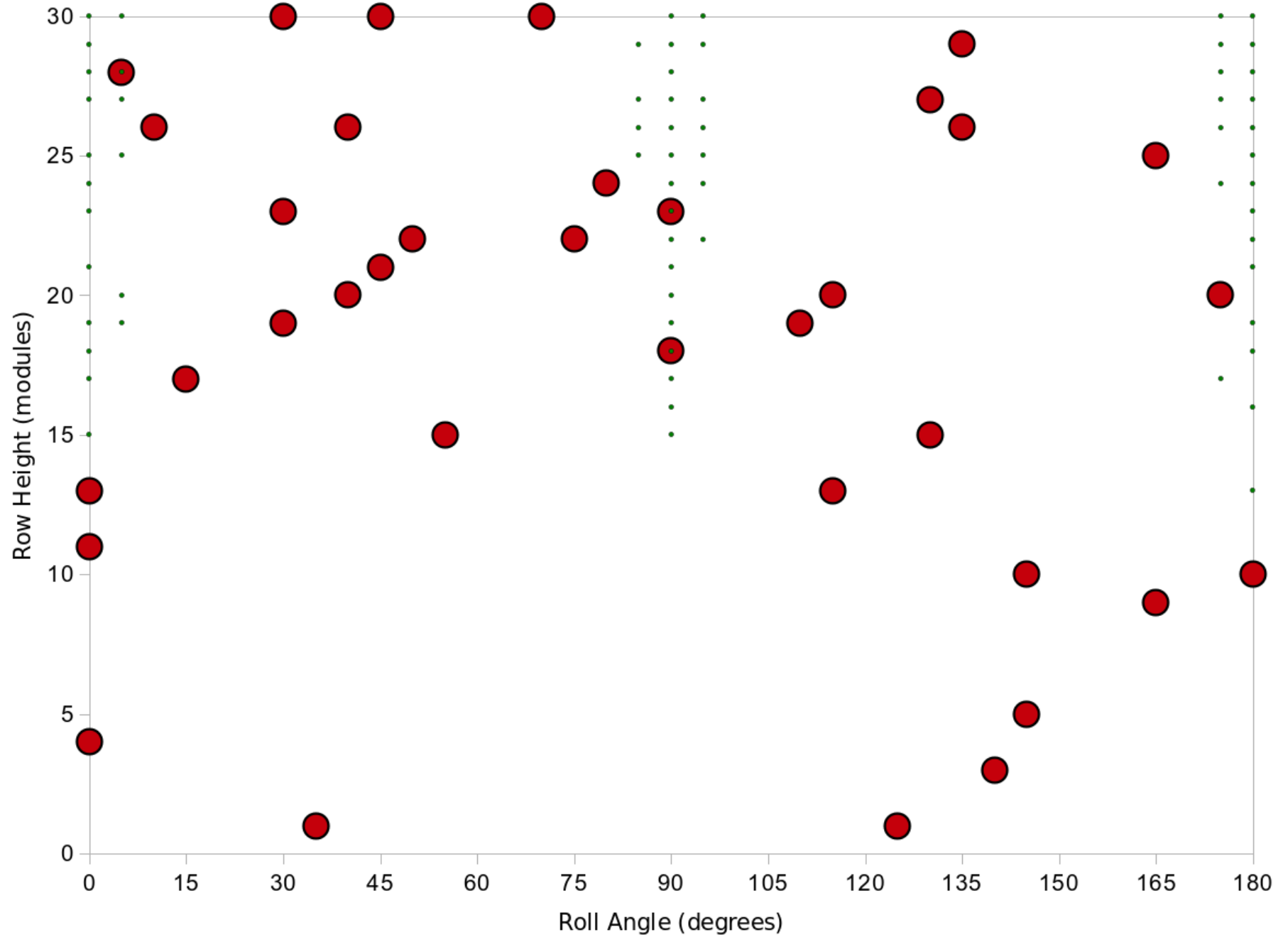
Roll vs PPM



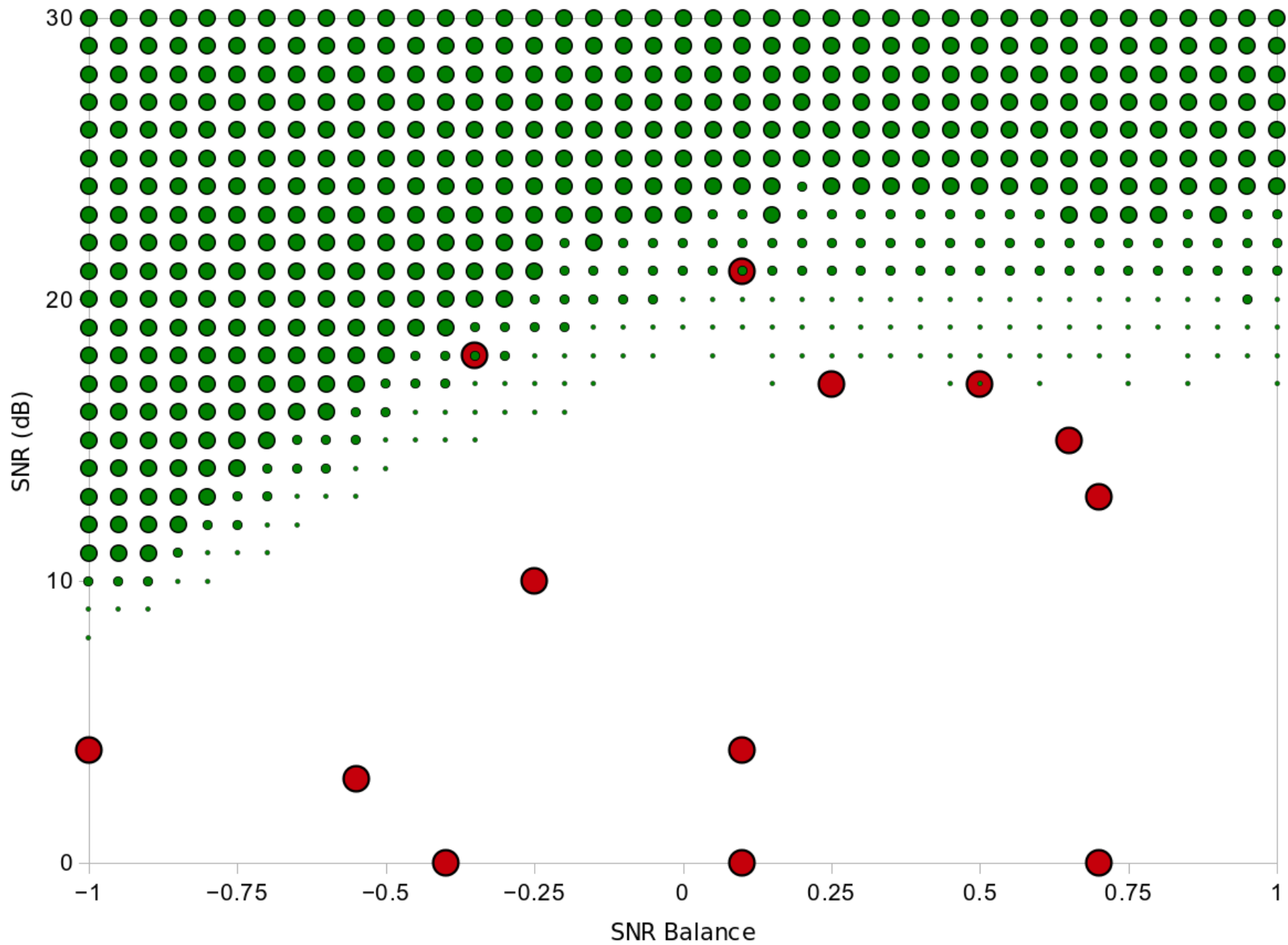
Roll Angle vs Shear Angle



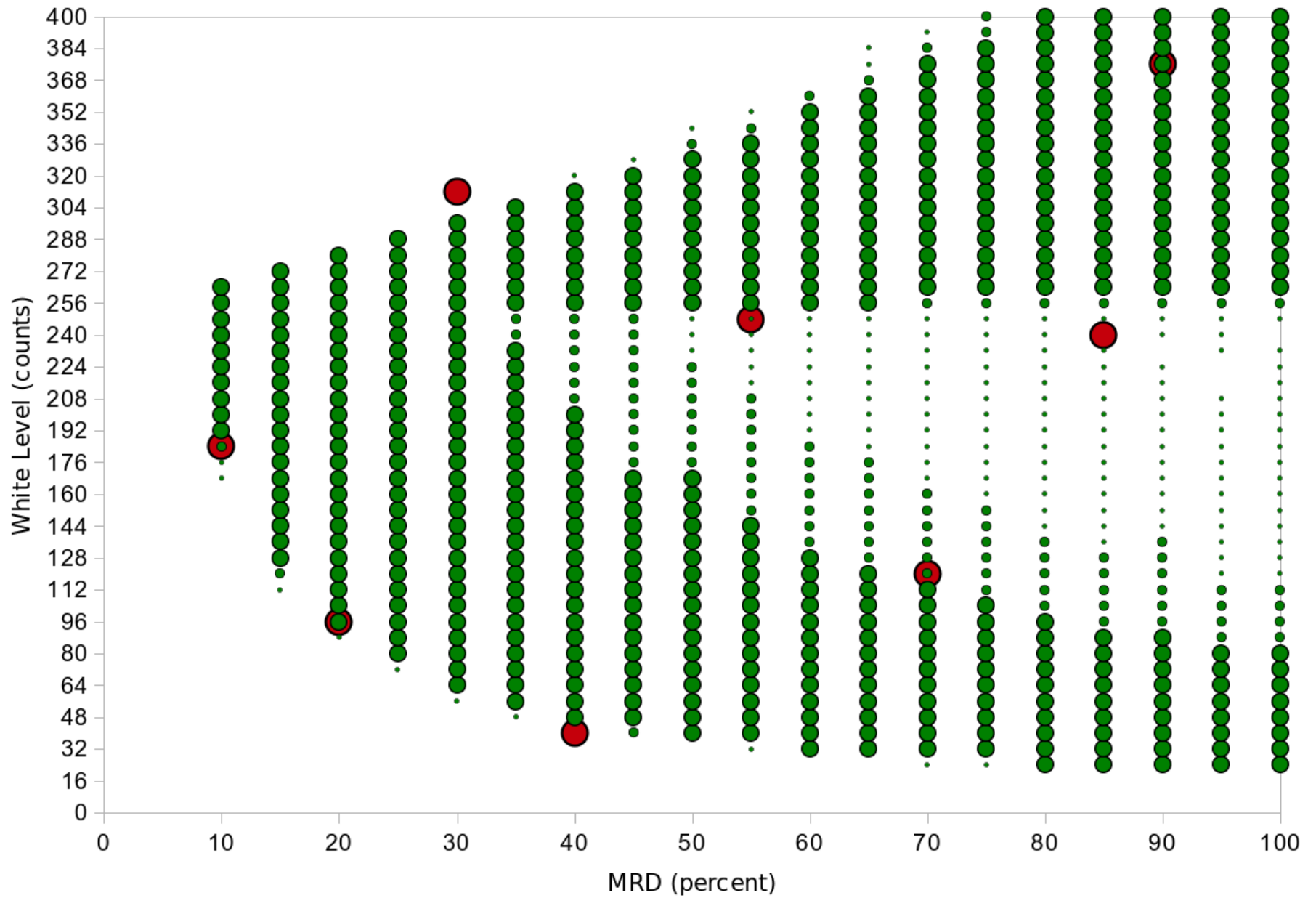
Row Height vs Roll Angle



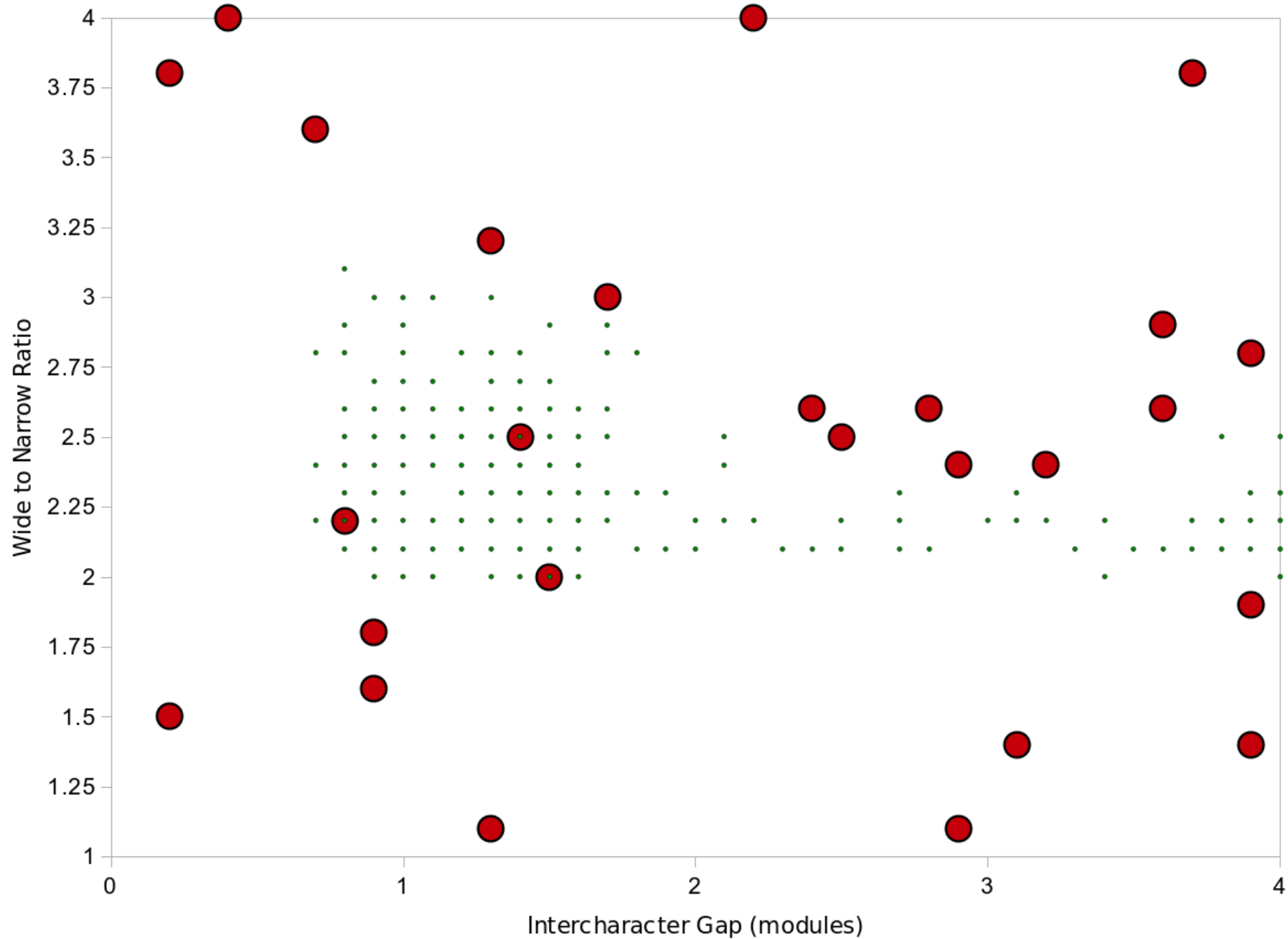
SNR vs SNR Balance



White vs MRD



Wide to Narrow Ratio vs Intercharacter Gap



Wide to Narrow Ratio vs PPM

