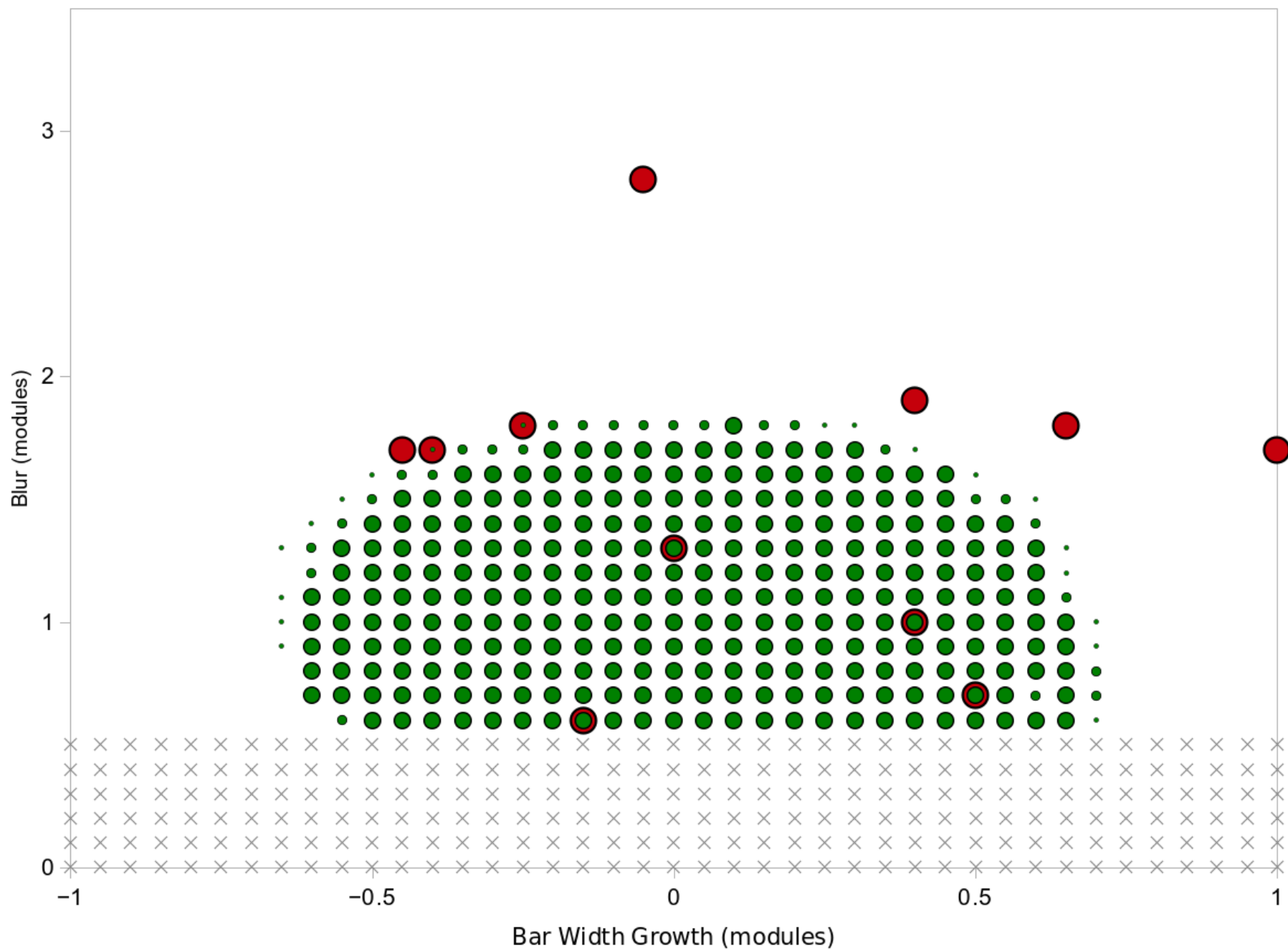


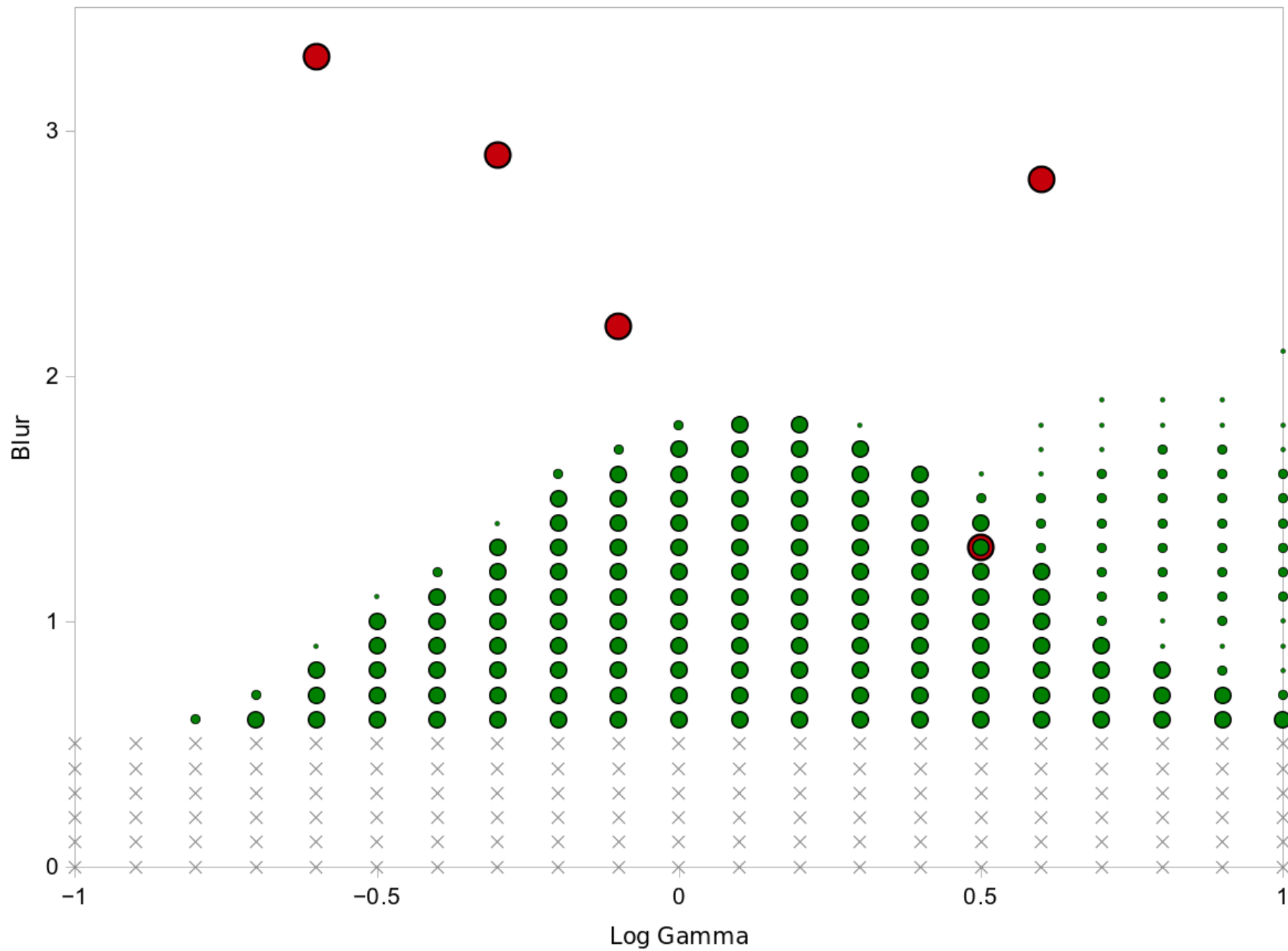
Decoder Sensitivity
Zbar v 0.10 with fix
For Image C3921A

Prepared for: QEDWare
September 5, 2013

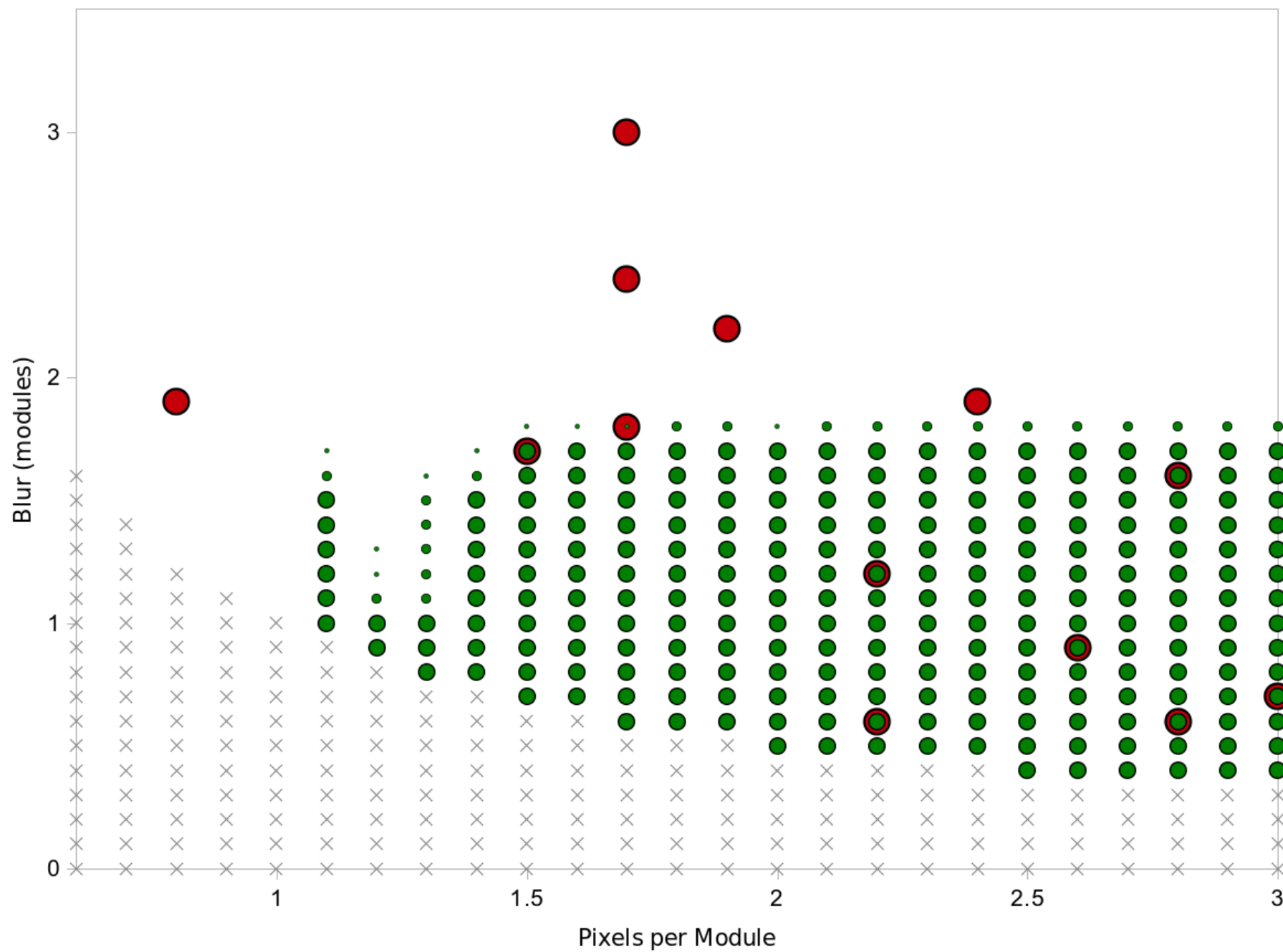
Blur vs BWG



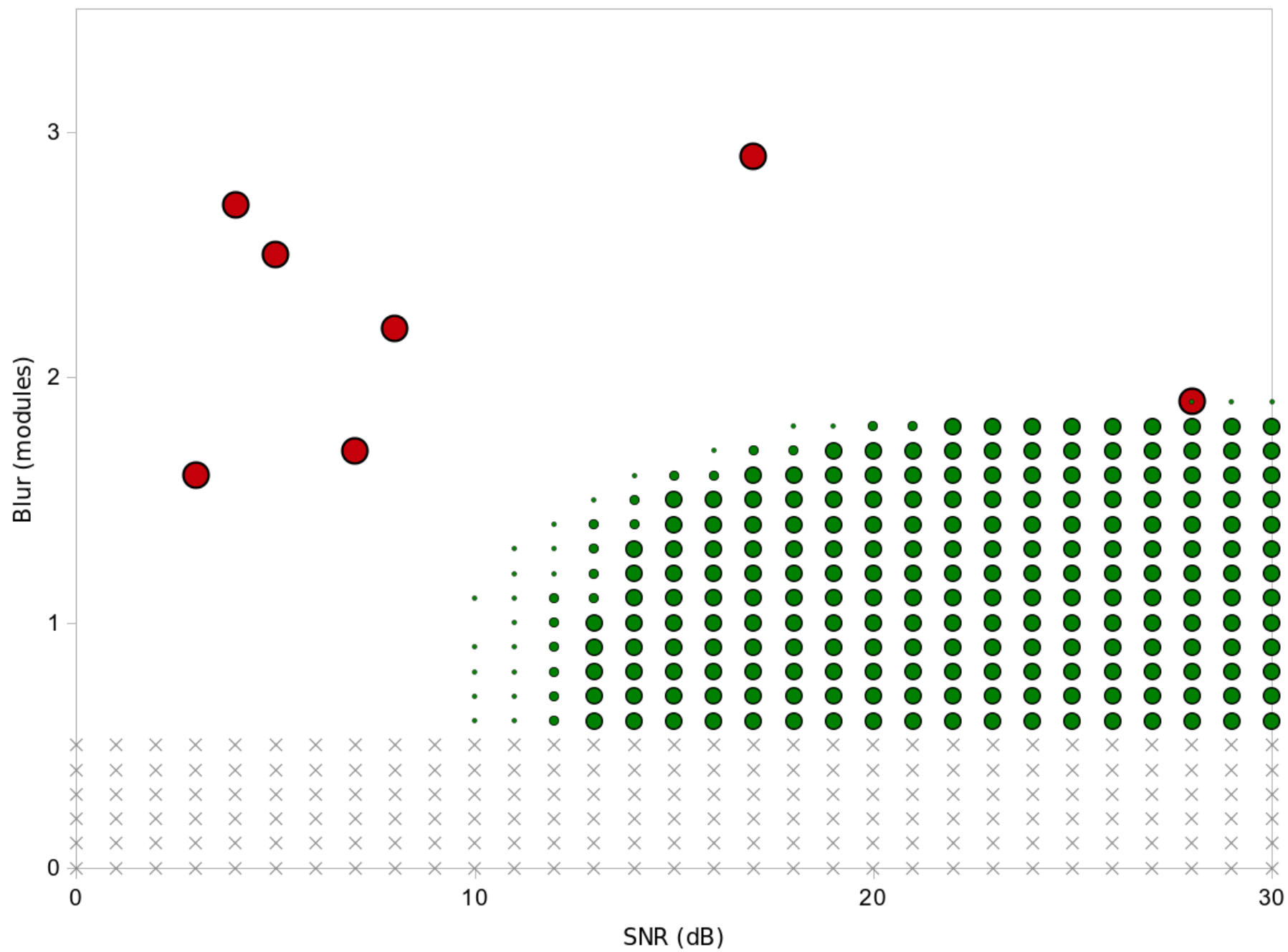
Blur vs LogGamma



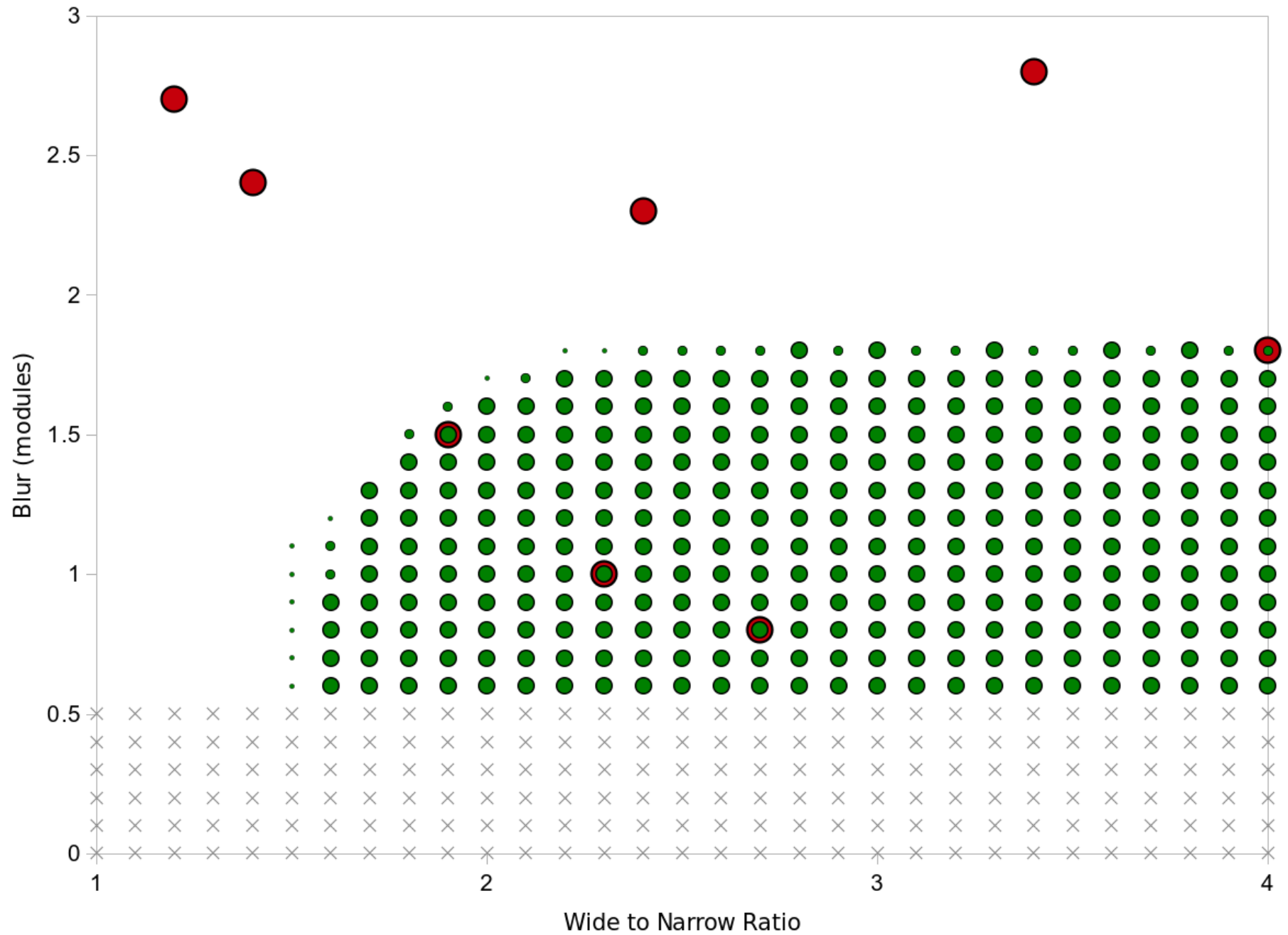
Blur vs PPM



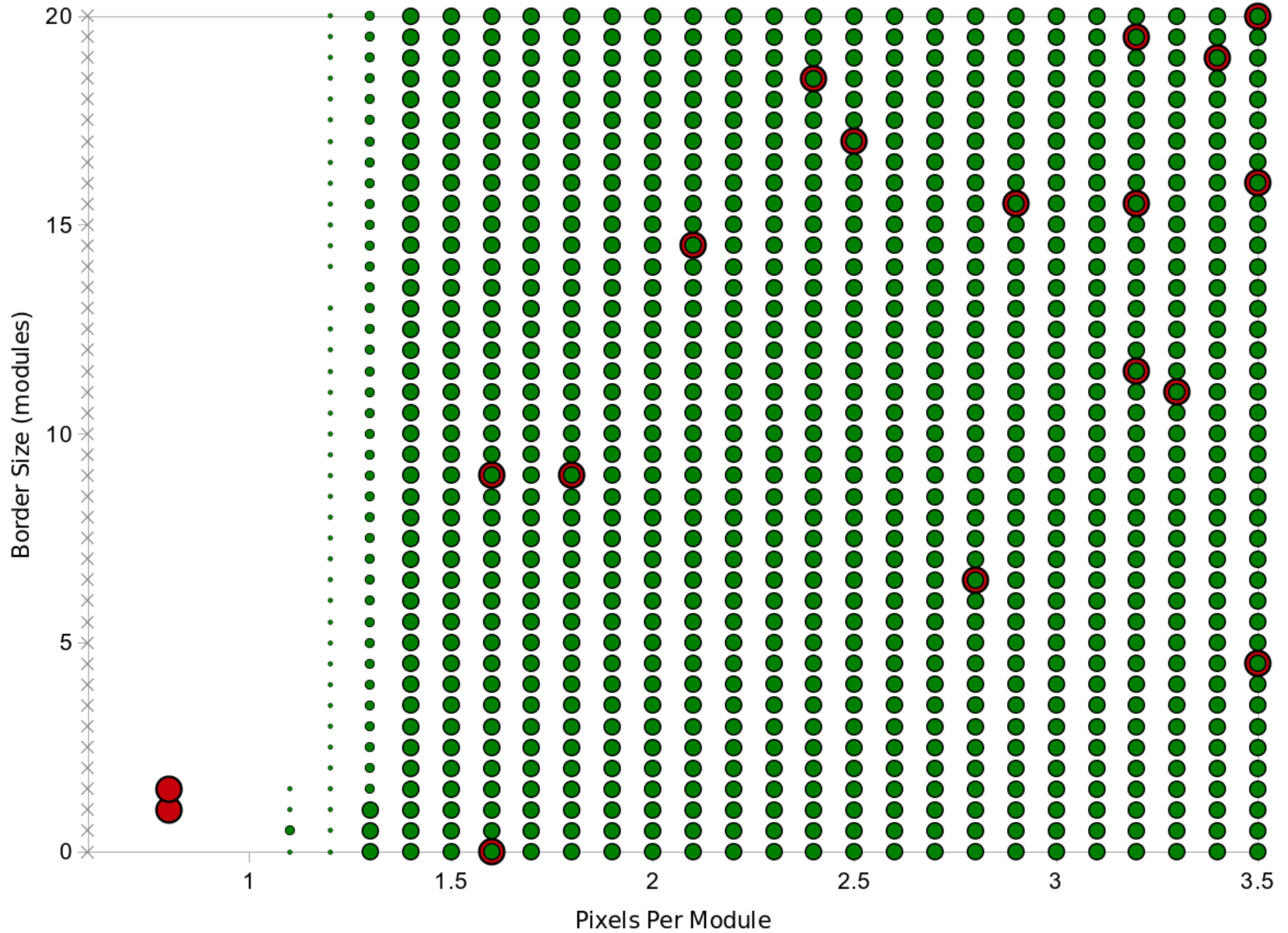
Blur vs SNR



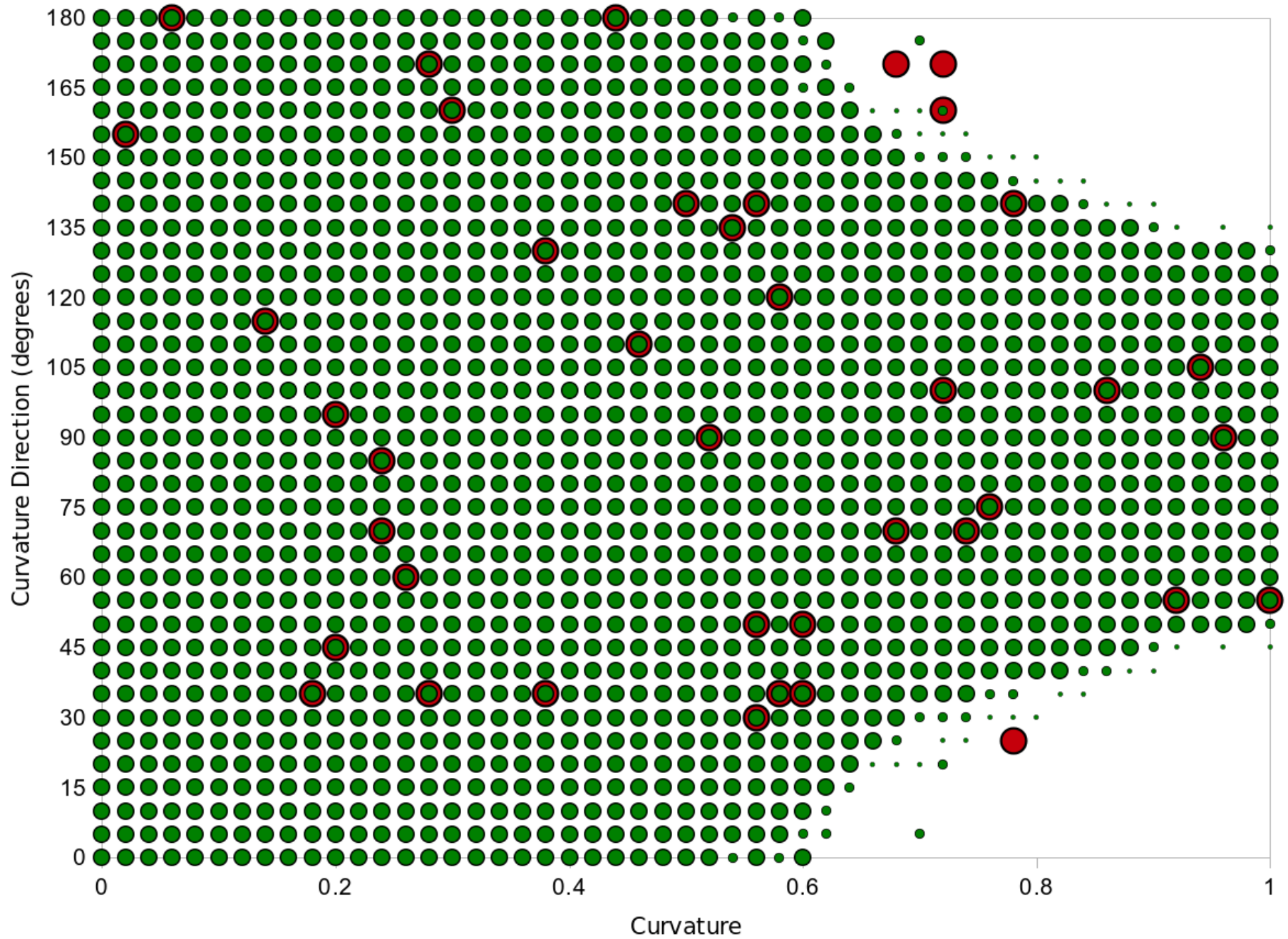
Blur vs Wide to Narrow Ratio



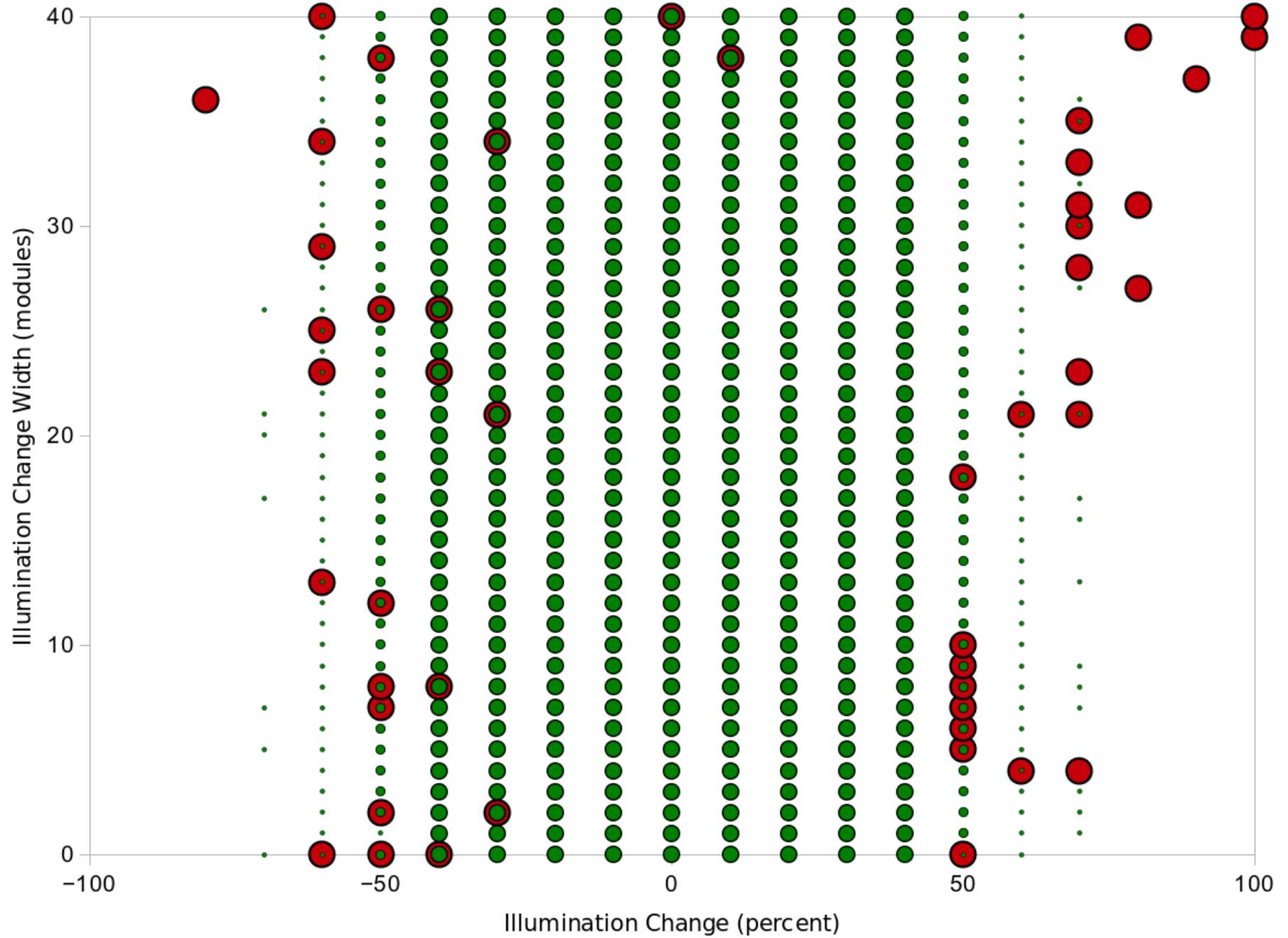
Pixels Per Module



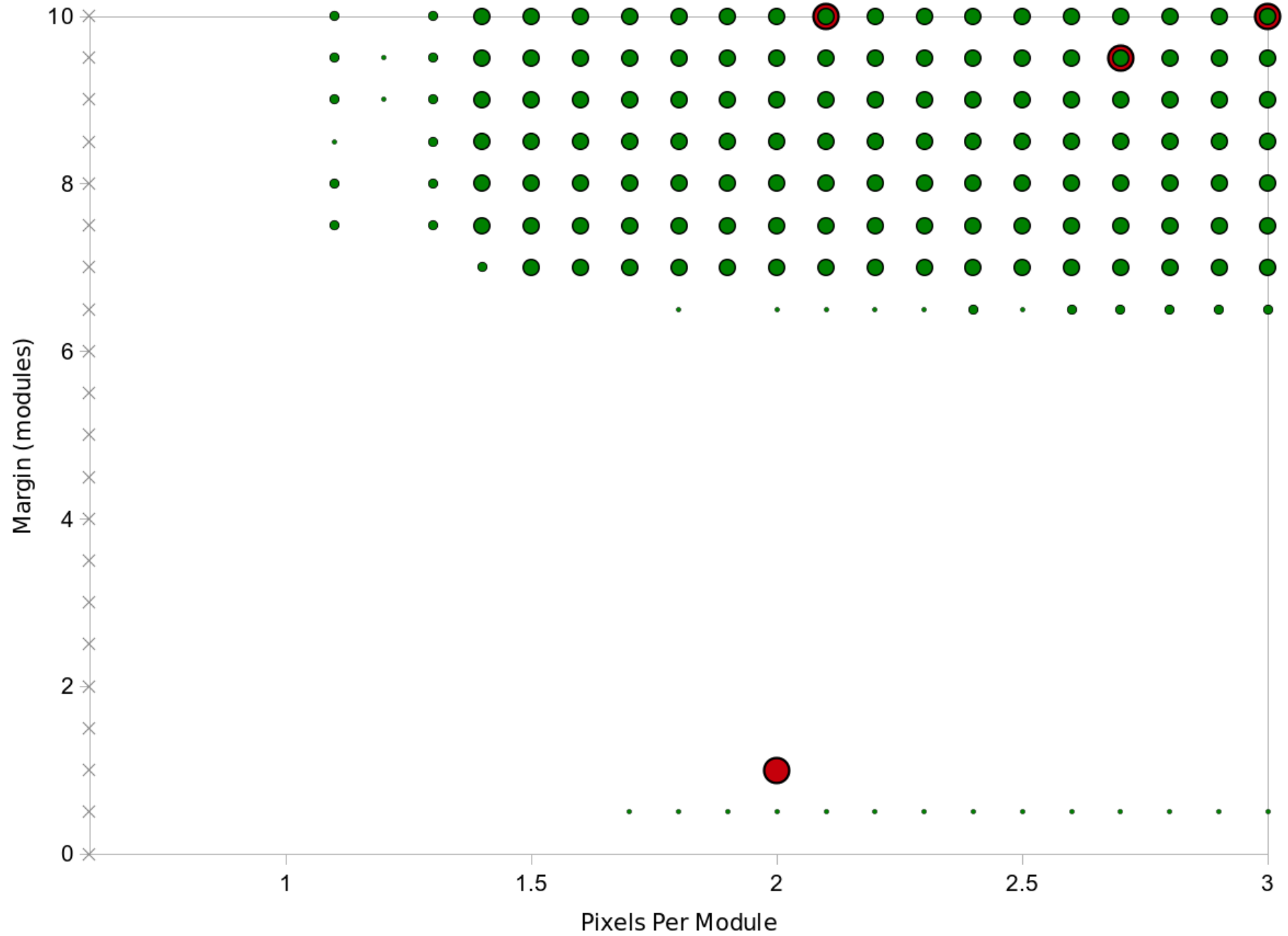
Curvature Direction vs Curvature



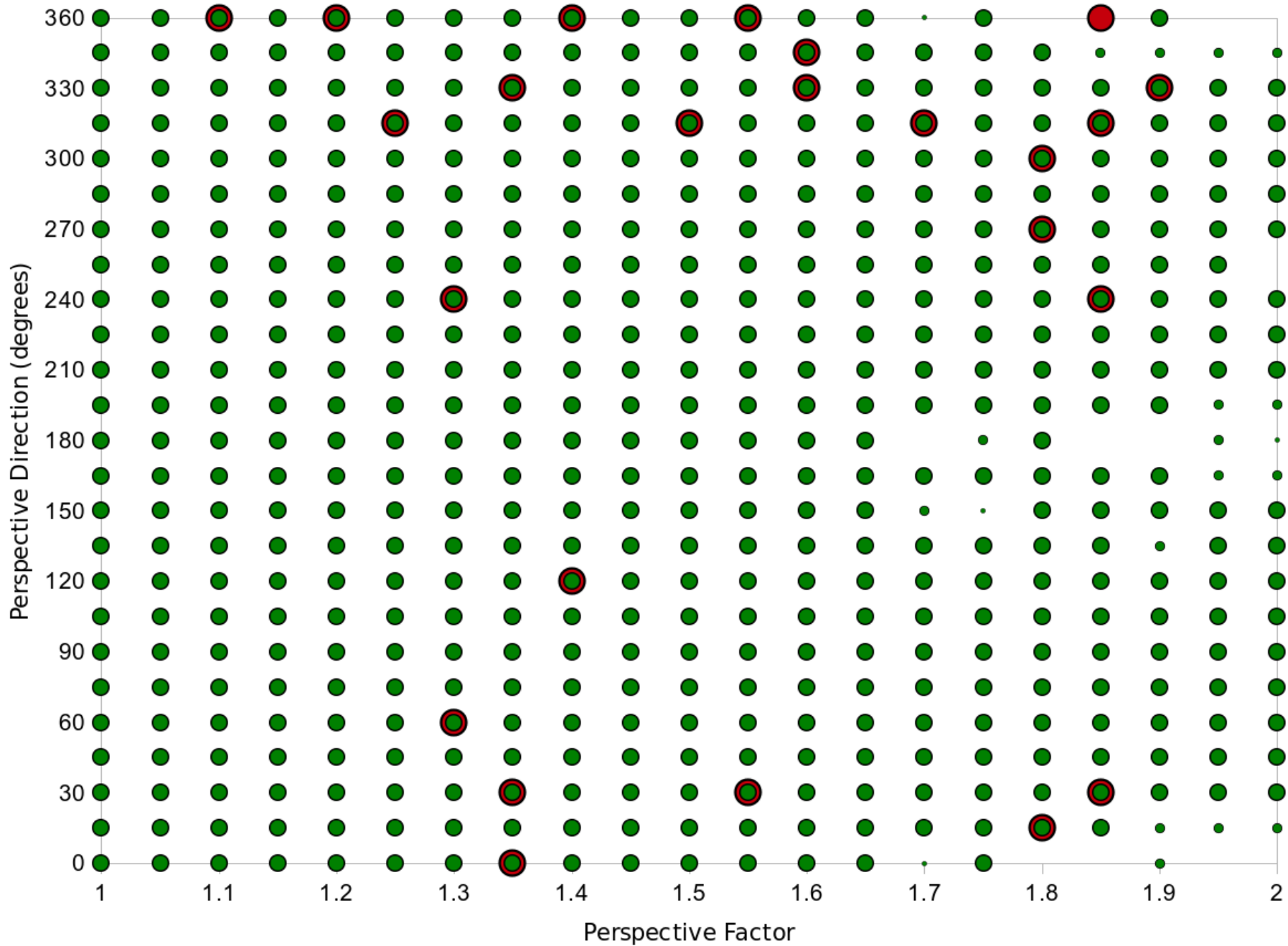
Illumination Change Width vs Illumination Change



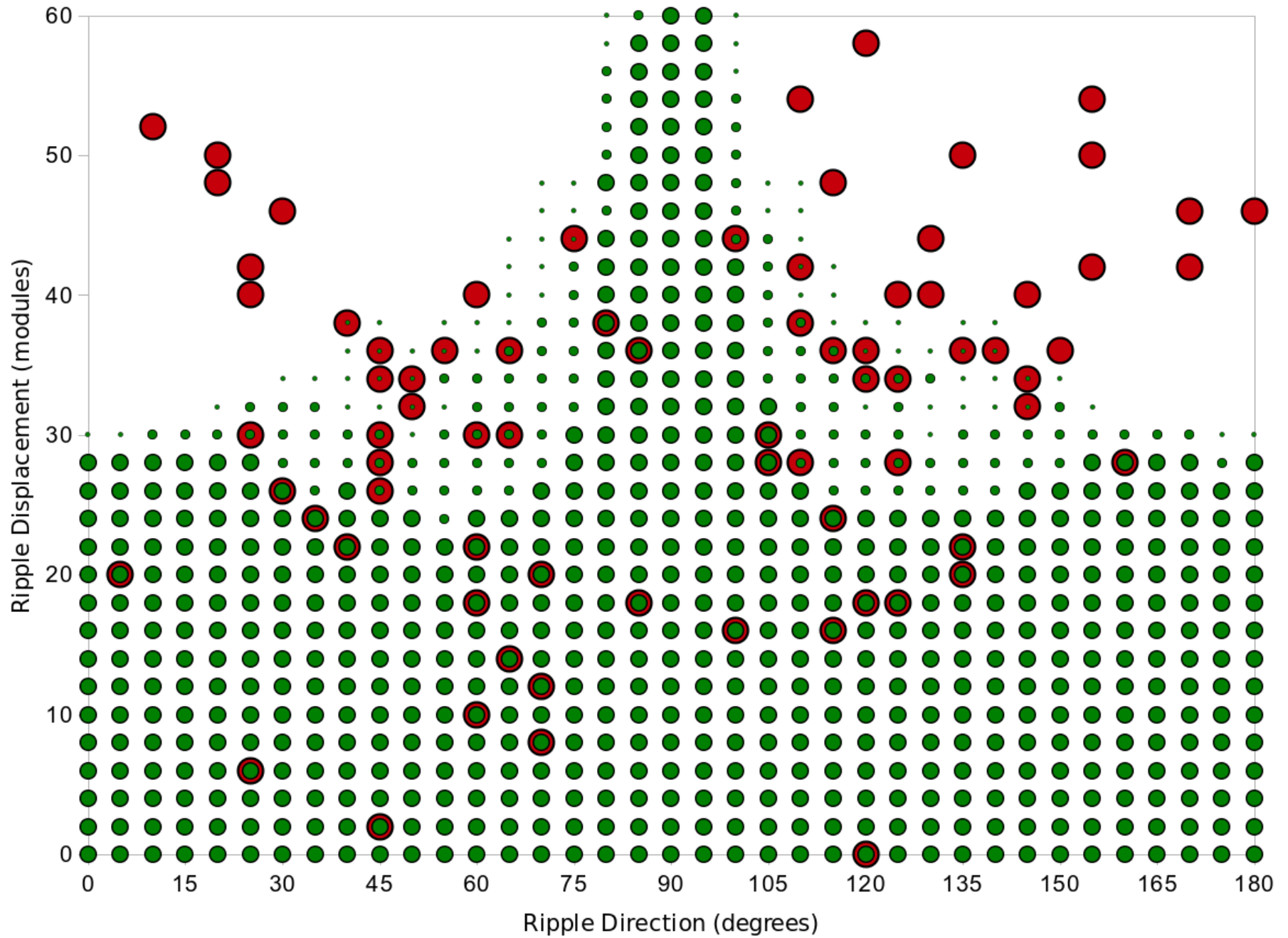
Margin vs PPM



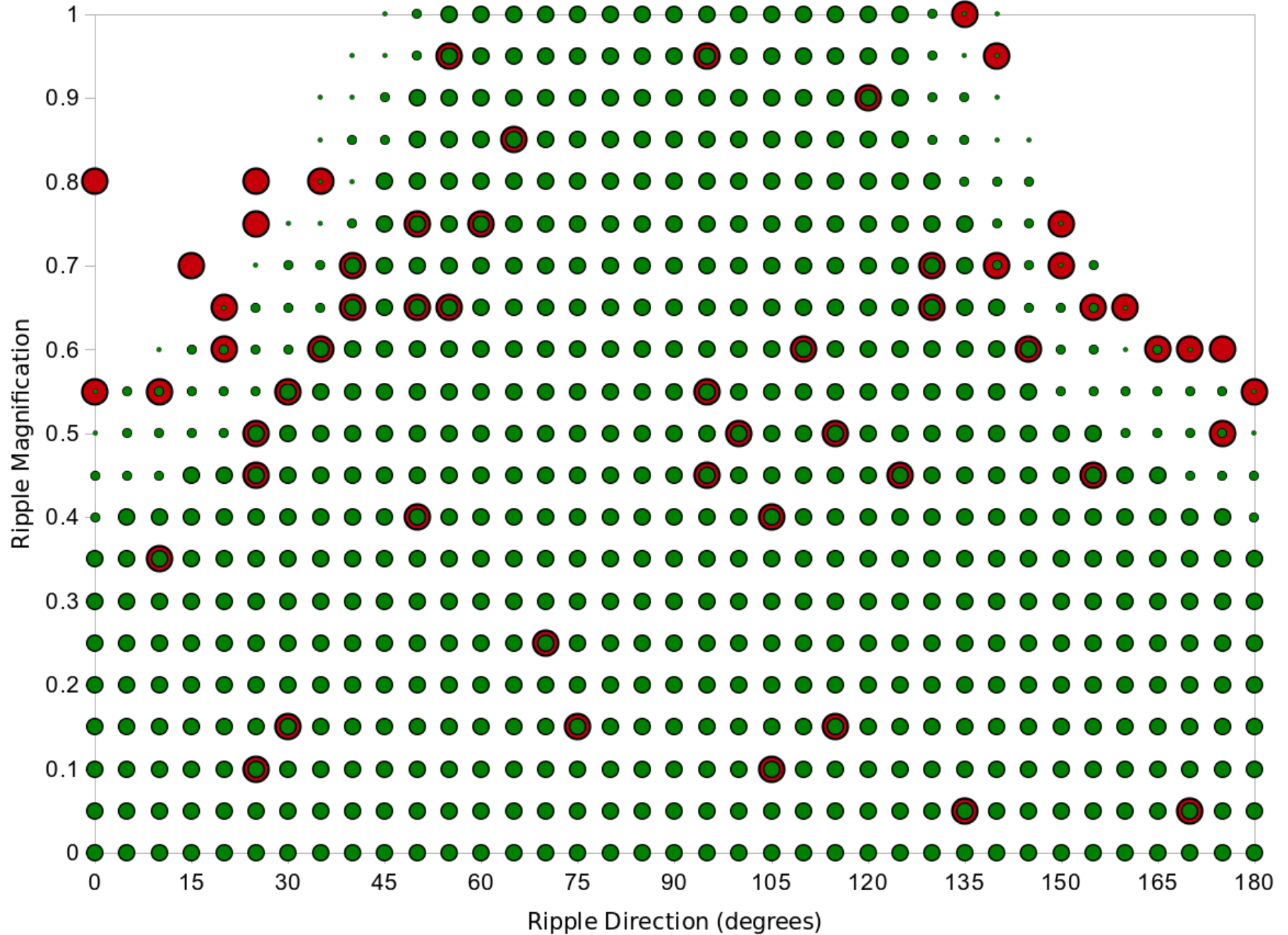
Perspective Direction vs Perspective Factor



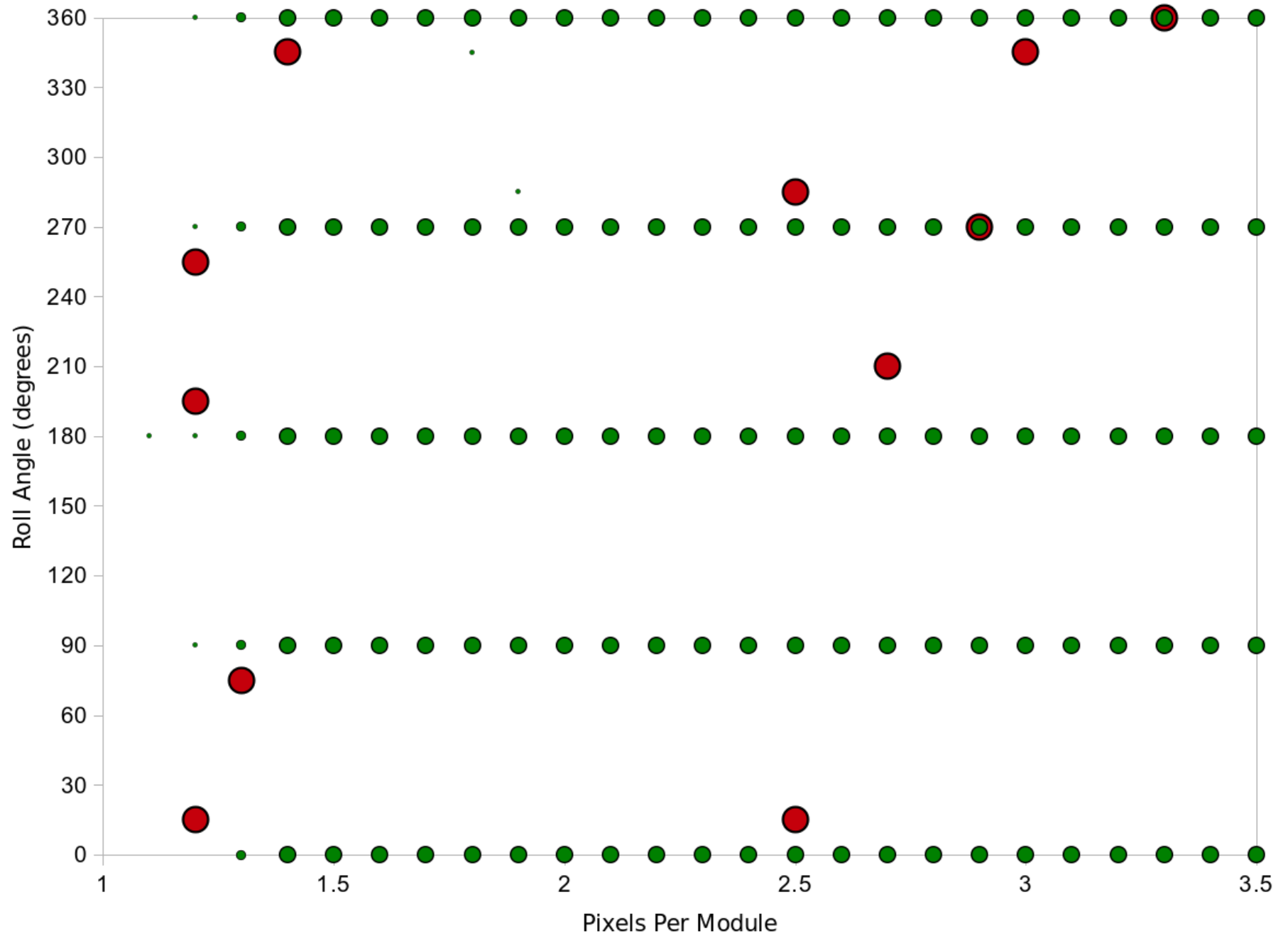
Ripple Displacement vs Ripple Direction



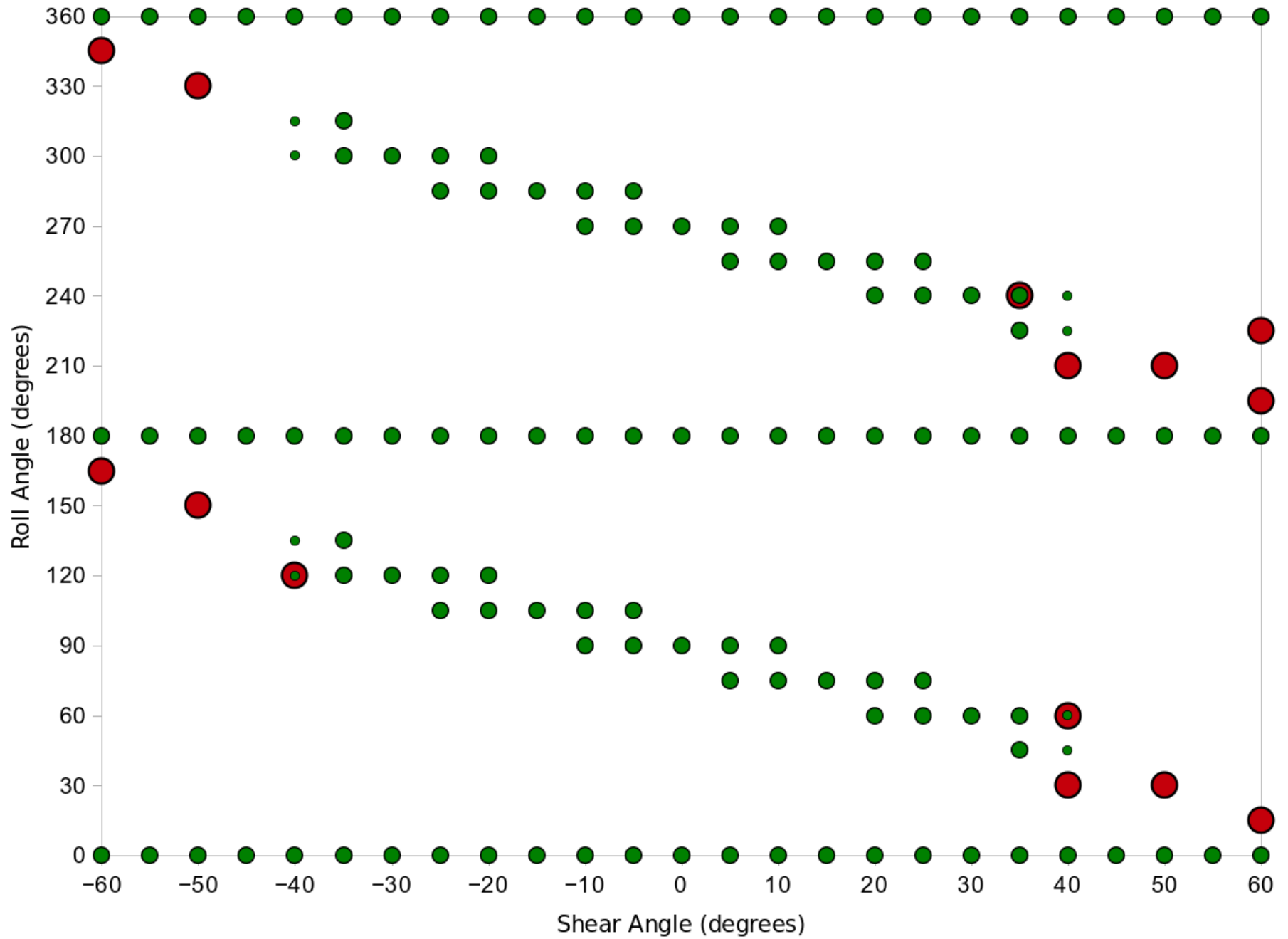
Ripple Magnification vs Ripple Direction



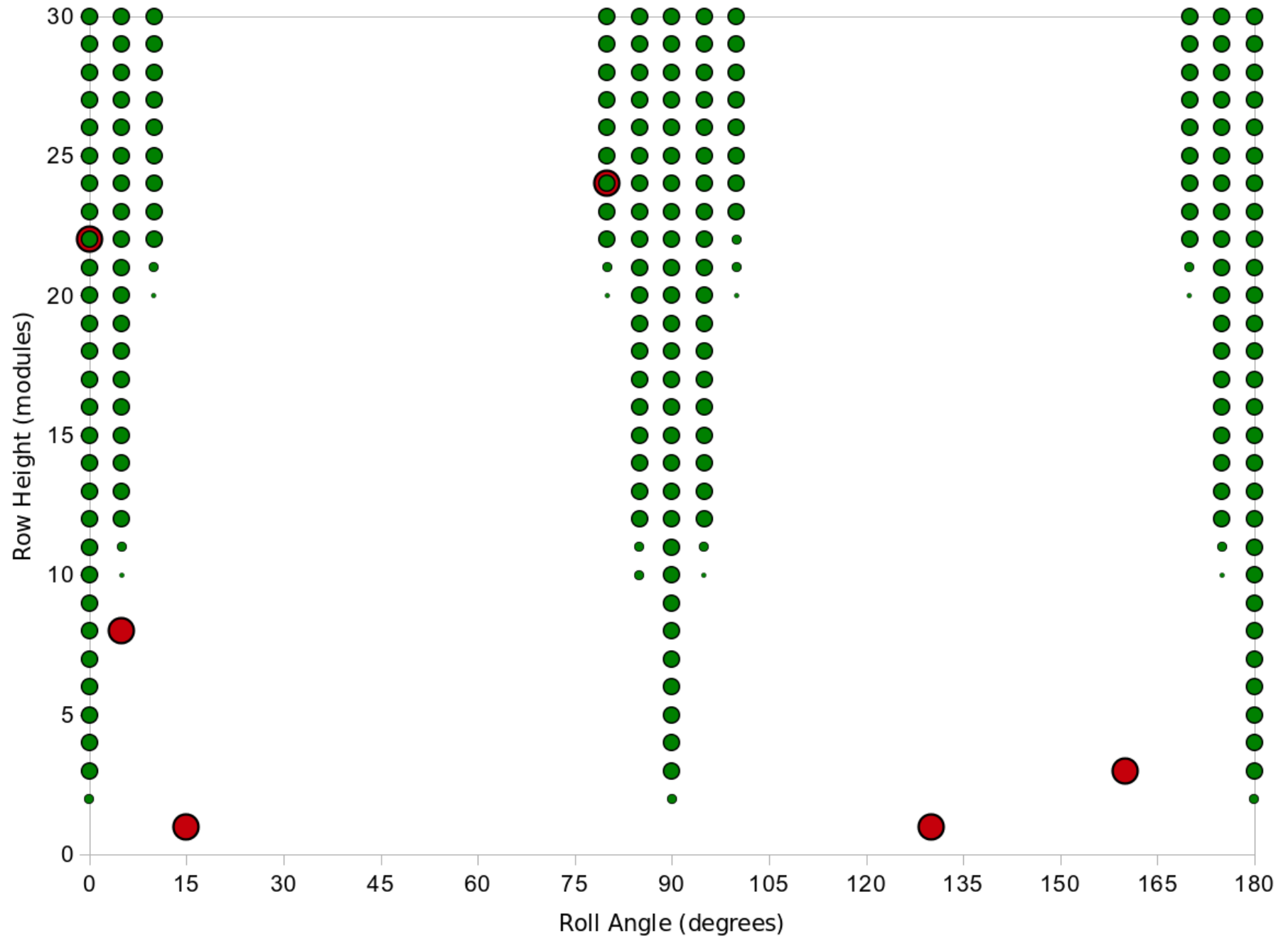
Roll vs PPM



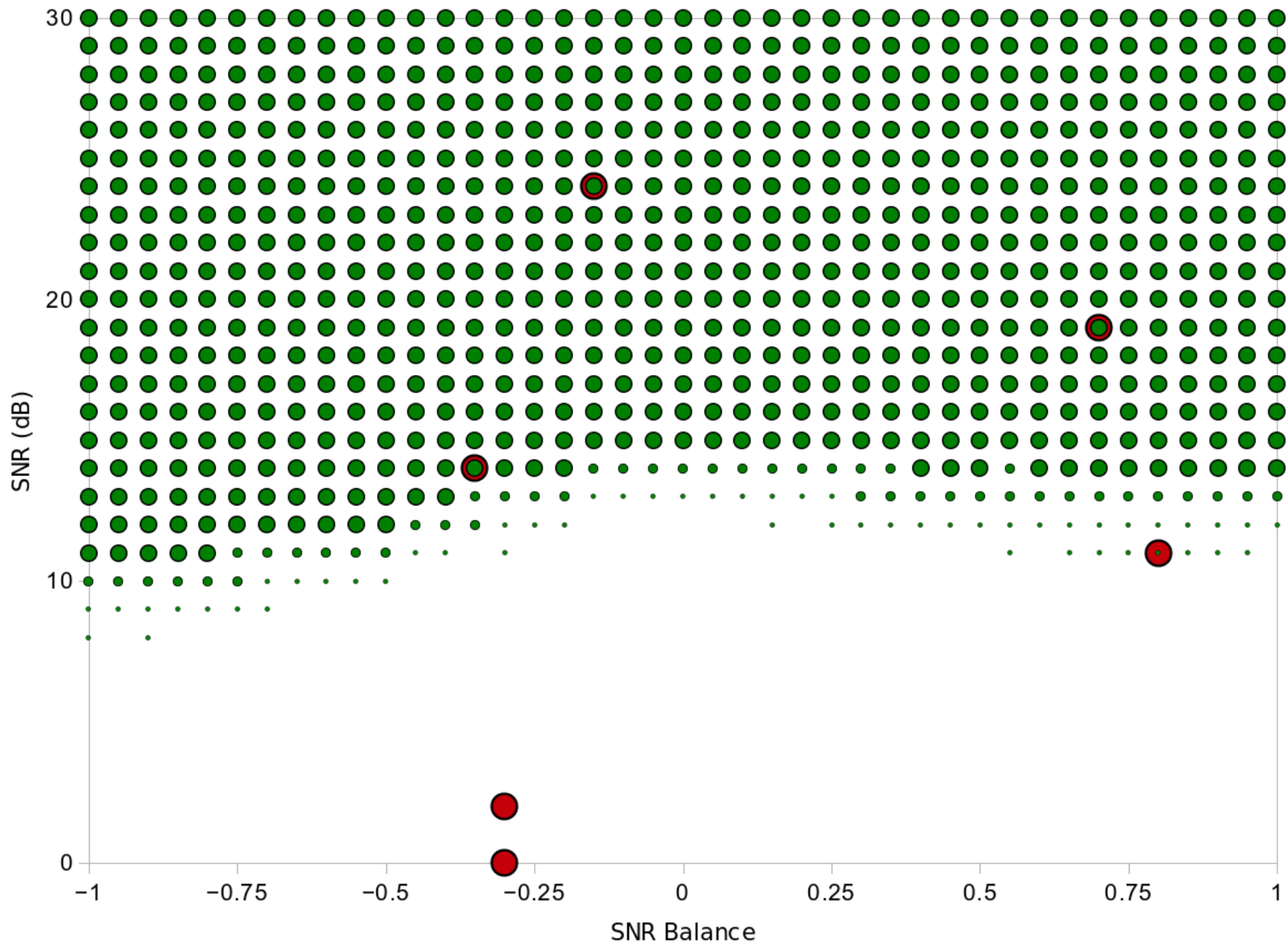
Roll Angle vs Shear Angle



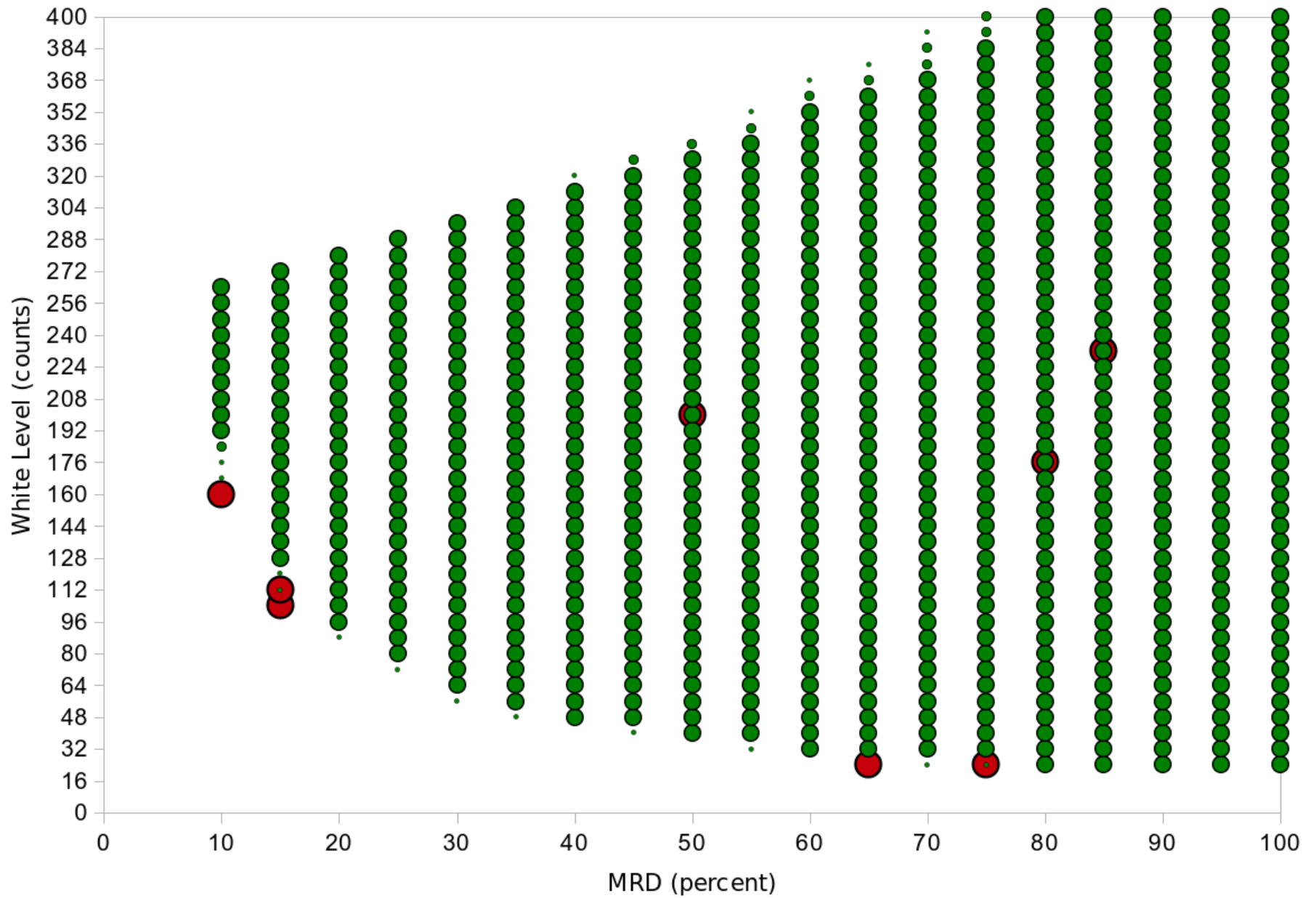
Row Height vs Roll Angle



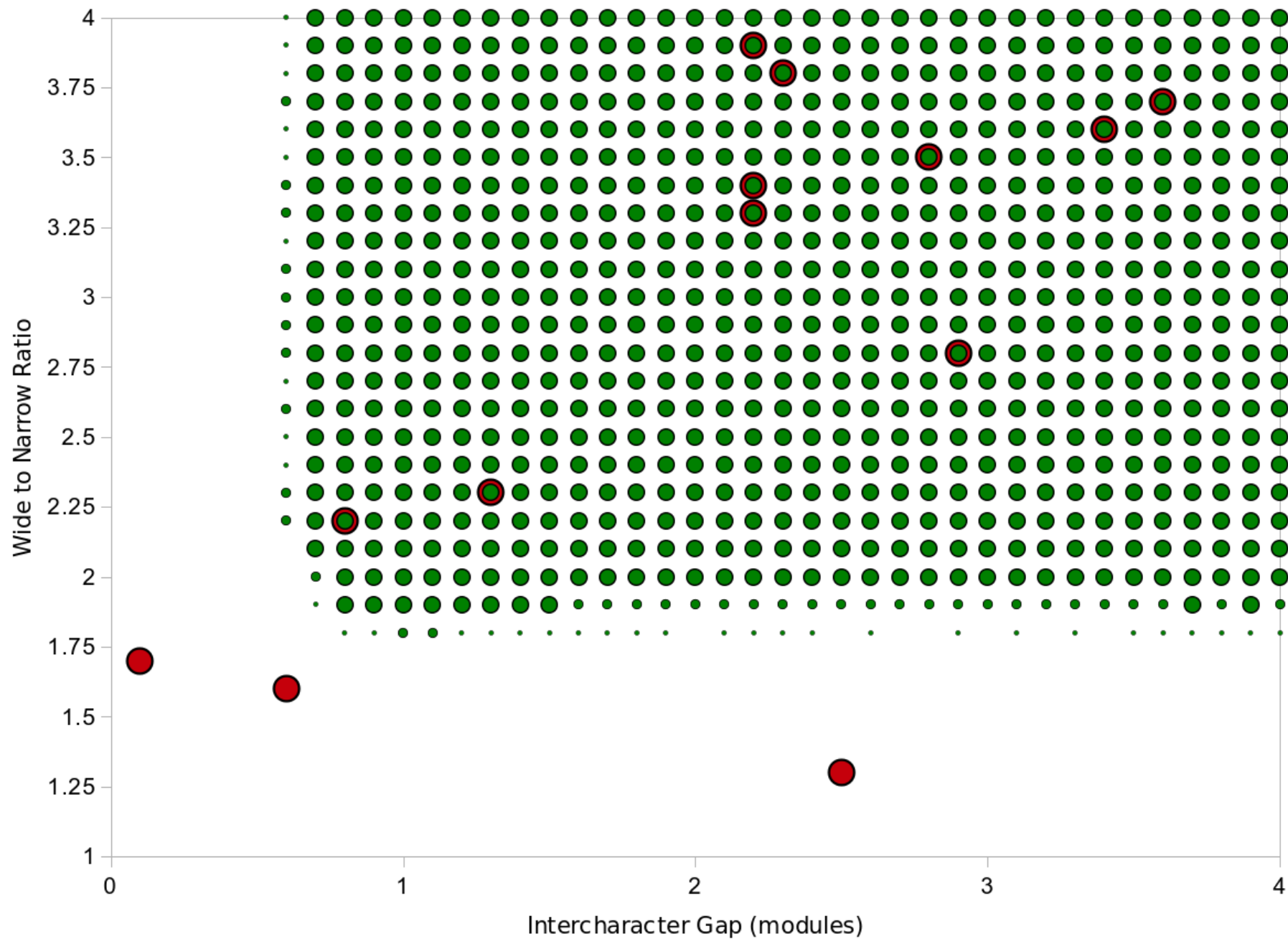
SNR vs SNR Balance



White vs MRD



Wide to Narrow Ratio vs Intercharacter Gap



Wide to Narrow Ratio vs PPM

