

CipherLab

User Guide

Signature Capture

For Android Mobile Computer

RS31

RS35

RS36

RS50

RS51

HERA51

RK25

RK26

RK95

Version 1.03



Copyright © 2023 CIPHERLAB CO., LTD.

All rights reserved

The software contains proprietary information of its owner; it is provided under a license agreement containing restrictions on use and disclosure and is also protected by copyright law. Reverse engineering of the software is prohibited.

Due to continued product development, this information may change without notice. The information and intellectual property contained herein is confidential between the owner and the client and remains the exclusive property of the owner. If having any problems in the documentation, please report them to us in writing. The owner does not warrant that this document is error-free.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise without the prior written permission of the owner.

For product consultancy and technical support, please contact the local sales representative. Also, visit our website for more information.

All brand, logo, product and service, and trademark names are the property of their registered owners.

Google, Google Play, Android and other marks are trademarks of Google Inc.

The editorial use of these names is for identification as well as to the benefit of the owners, with no intention of infringement.

CIPHERLAB logo is a registered trademark of CIPHERLAB CO., LTD. All other brands, products and services, and trademark names are the property of their registered owners. The editorial use of these names is for identification as well as to the benefit of the owners, with no intention of infringement.

CIPHERLAB CO., LTD.

Website: <http://www.CipherLab.com>

RELEASE NOTES

Version	Date	Notes
1.03	Sep. 15, 2023	Add the new supported device models
1.02	April 9, 2021	RK95 mobile computer is supported. RS35 mobile computer is supported. Update all figures.
1.01	August 20, 2019	RS51 mobile computer is supported. Update Signature icon and related figures.
1.00	June 28, 2018	Initial release

CONTENTS

RELEASE NOTES	3
CONTENTS	4
INTRODUCTION	5
Features.....	6
CHAPTER 1. SETTING MENU.....	7
1.1 Launch Signature Capture	8
1.2 Main Screen.....	9
1.2.1 Basic Operation	11
CHAPTER 2. SETTING MENU.....	14
2.1 Open the Settings Menu	15
2.2 Save & Load.....	16
2.2.1 Save.....	16
2.2.2 Load.....	18
2.3 Settings	19
2.3.1 Settings	19
2.3.2 Import & Export.....	25
2.3.3 Reset	27
2.4 System.....	28
2.5 Launch Signature Capture by Intent	29

INTRODUCTION

Signature Capture is a simple and easy application which transform your device into a signature pad for user to draw the signature. Users can create digital signatures and save them in your device storage with multiple file formats. **Signature Capture** supports English, Traditional Chinese, Simplified Chinese, and Japanese based on your device system language.

FEATURES

- ▶ Supports CipherLab Android mobile computers:
 - Android 6.0 Marshmallow (RS31)
 - Android 7.0 Nougat (RS31 & RK25)
 - Android 8.0 Oreo (RS51 & HERA51)
 - Android 9.0 Pie (RK25 & RK95)
 - Android 10 (RS35)
 - Android 11 (RK25, RS35, RS51 & HERA51)
 - Android 12 (RK26, RK95 & RS36)
- ▶ Supports importing and exporting settings to configuration files.
- ▶ Supports multiple file formats such as BMP, JPEG, PNG, PDF.
- ▶ Supports English, Traditional Chinese, Simplified Chinese, and Japanese.

Chapter 1

SETTING MENU

This chapter guides to the launch of Signature Capture, the user interface of Signature Capture main screen, and the basic operation.

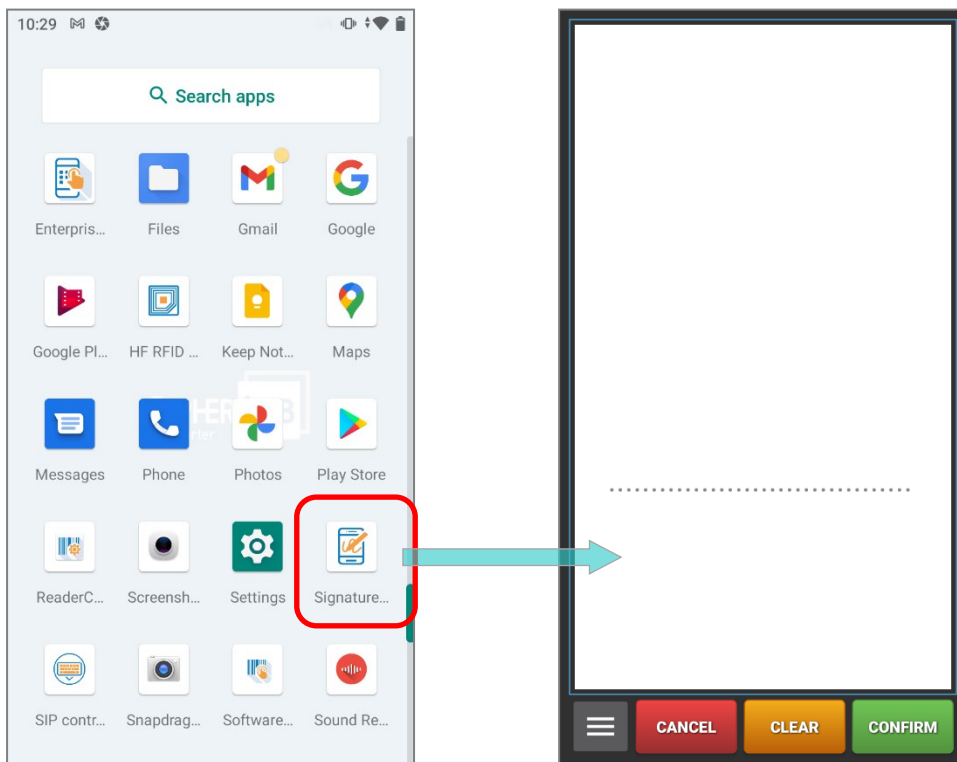
IN THIS CHAPTER

1.1 Launch Signature Capture	8
1.2 Main Screen	9

1.1 LAUNCH SIGNATURE CAPTURE

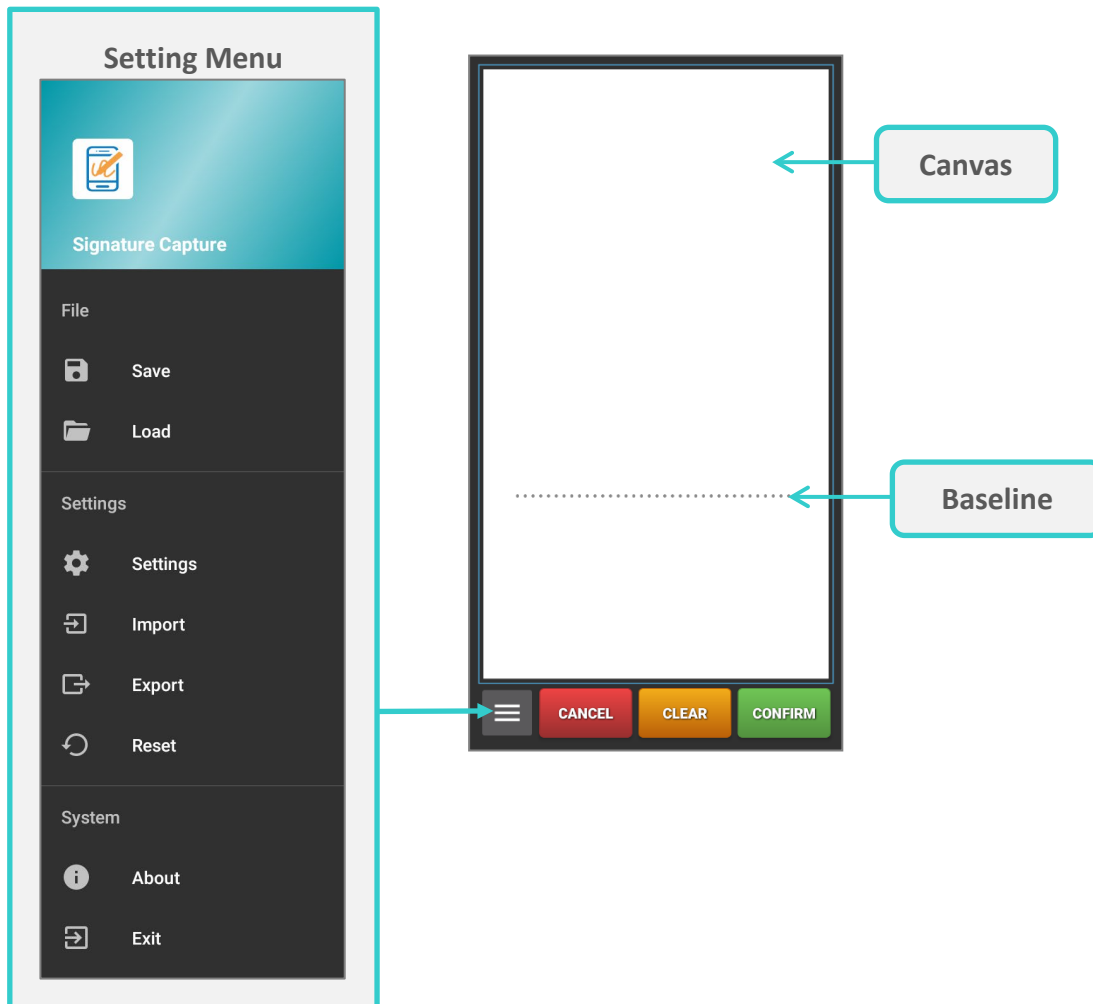
Signature Capture, a built-in app for users to draw their signature, supports various file formats to be saved in your device internal storage.


To launch **Signature Capture**, please go to **App Drawer (All Applications)**, and then tap on **Signature Capture** icon .



1.2 MAIN SCREEN

The main screen of **Signature Capture**, consisted of the canvas, three function buttons (cancel, clear, & confirm) on the bottom of the screen, and a menu button to open the settings menu, delivers the following functions:



- **Canvas**
The area for user to draw the signature.
- **Baseline**
An dotted line used as an auxiliary horizontal lines for drawing signature
- **Cancel** 
To directly exit “**Signature Capture**” without saving anything you just drew.

- **Clear** 

To clear what you drew on the canvas.

- **Confirm** 

To save your signature in the device internal storage.

- **Menu** 

To open the setting menu for more options.

1.2.1 BASIC OPERATION



CANVAS

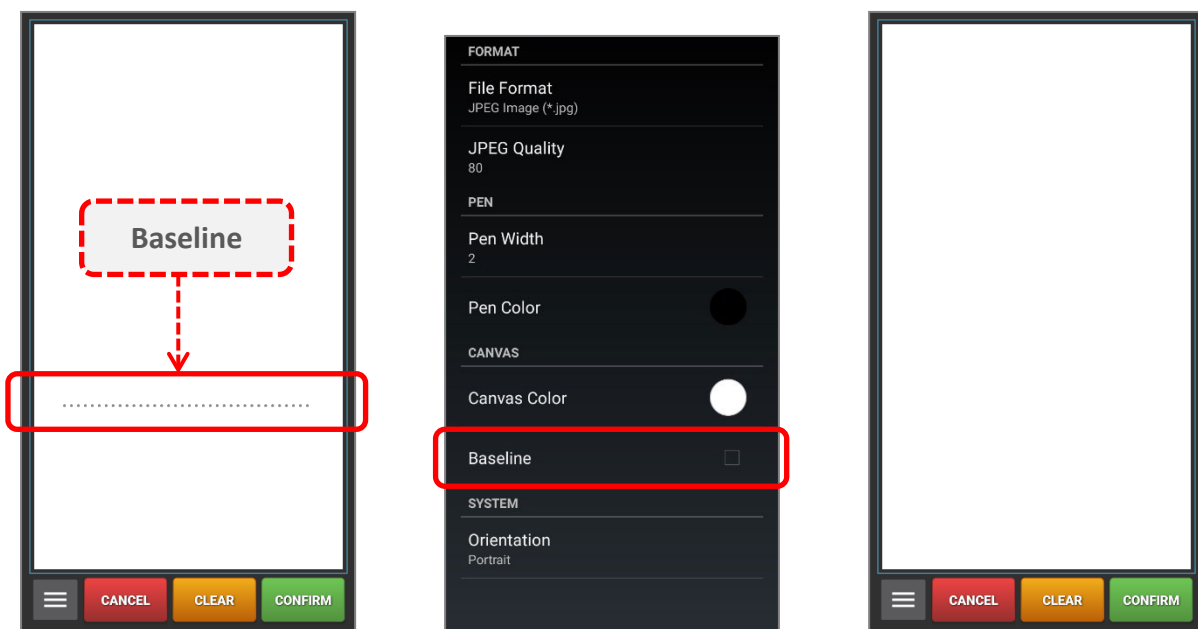
The canvas part is the area for the user to draw no matter signature, initials, or anything you would like to draw. Simply draw on the canvas by using your finger or stylus pen:




BASELINE

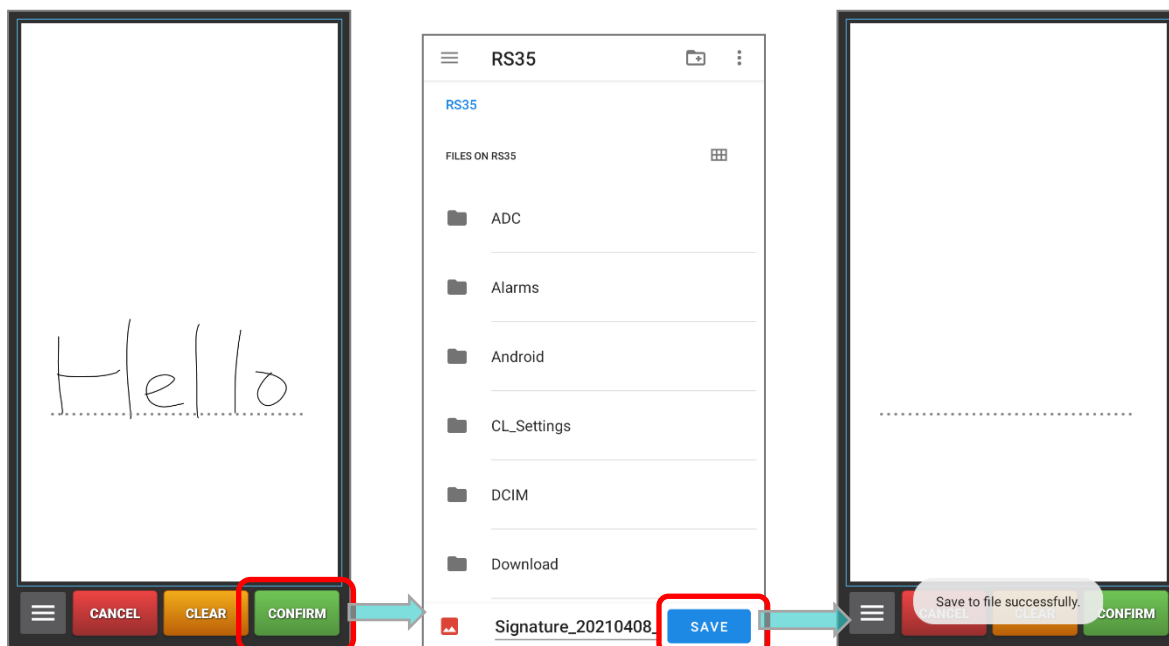
The baseline is located in the center bottom of the canvas, and it is used as an auxiliary horizontal lines for drawing.

Tap on the **Menu** button  to open the settings menu, select **Settings** , and untick **"Baseline"** to disable the baseline.

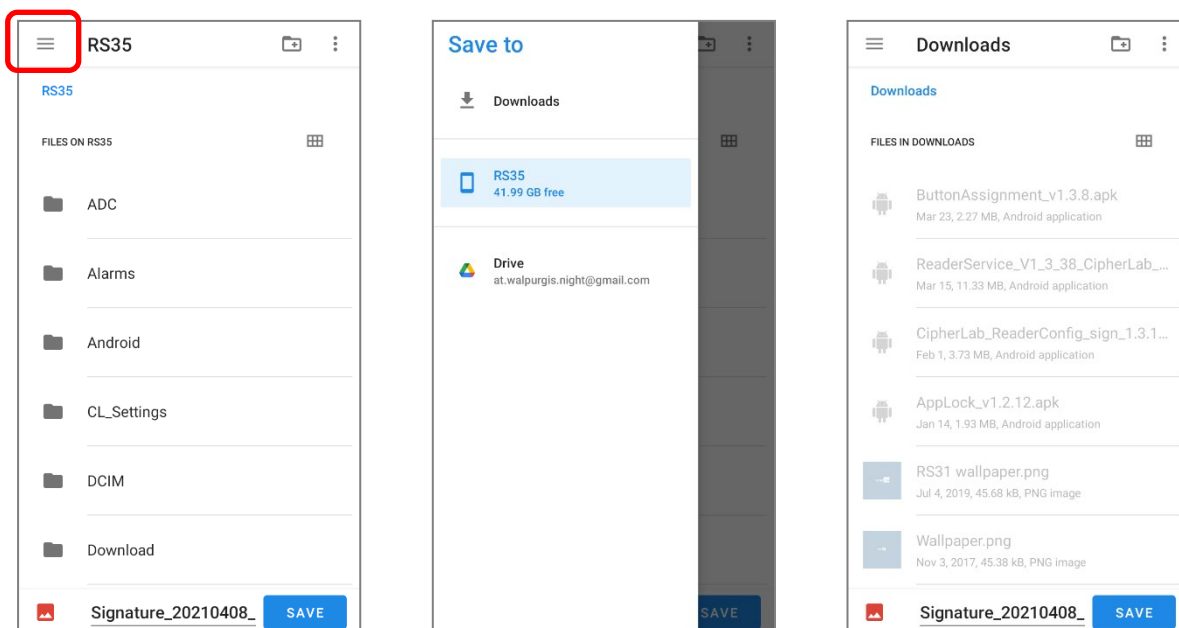


CONFIRM/CLEAR/CANCEL

By tapping on the **“Confirm”** button  on the bottom of the main screen, you can save your signature in the device internal storage (the save path can be designated). Once the signature is saved, the screen will return to the main screen with the blank canvas.




To designate the path to save your signature, please tap on the menu button in the action bar and select the path you would like to save:

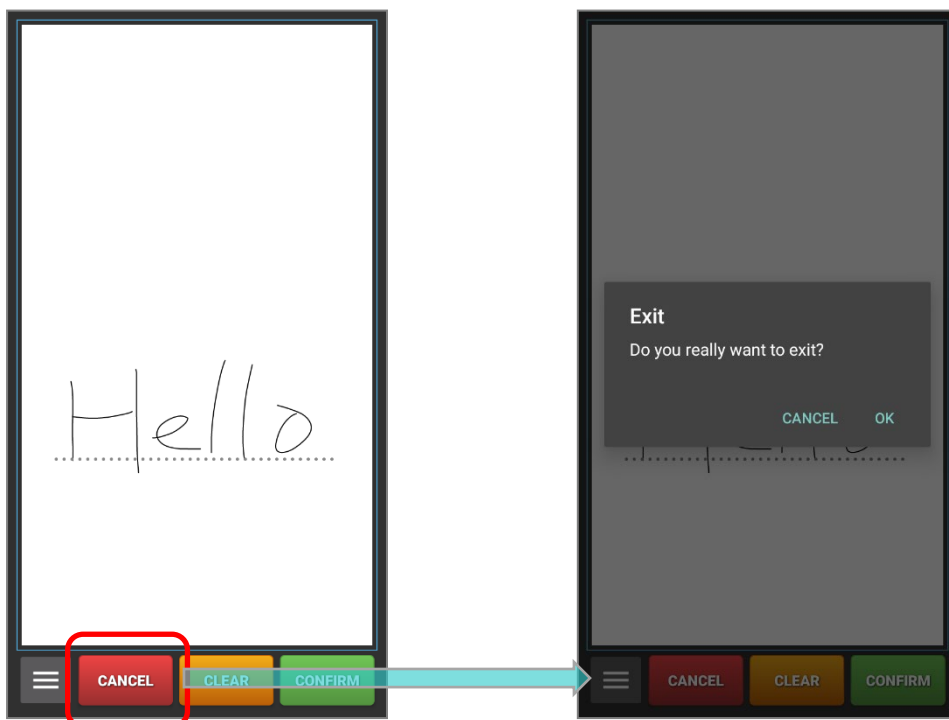


As to the saved file format, please refer to [Format Settings](#).

If you would like to discard the signature you drew, tap on the **“Clear”** button  to clear it.



Tap on the **“Cancel”** button , a pop-up window appears to confirm whether you would like to exit Signature Capture or not. Tap on **“OK”** to directly leave without saving anything you just drew.



Chapter 2

SETTING MENU

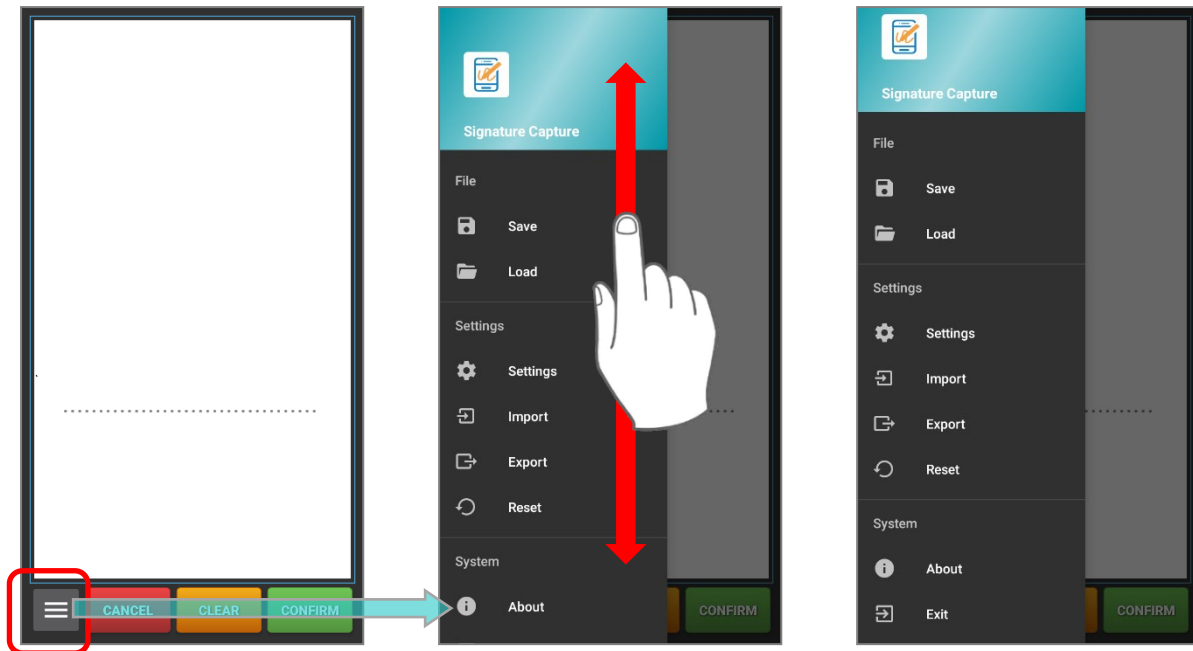
This chapter will walk you through the setting menu, including save & load signature file, file format settings, canvas & pen settings, orientation settings, import & export settings, reset setting, and how to exit Signature Capture.

IN THIS CHAPTER












2.1 Open the Settings Menu	15
2.2 Save & Load	16
2.3 Settings	19
2.4 System	28
2.5 Launch Signature Capture by Intent	29

2.1 OPEN THE SETTINGS MENU

Tap on the **Menu** button  to open the **Settings Menu** for more settings options, and scroll up/down to check the entire settings menu:







The settings menu contains the following settings options:

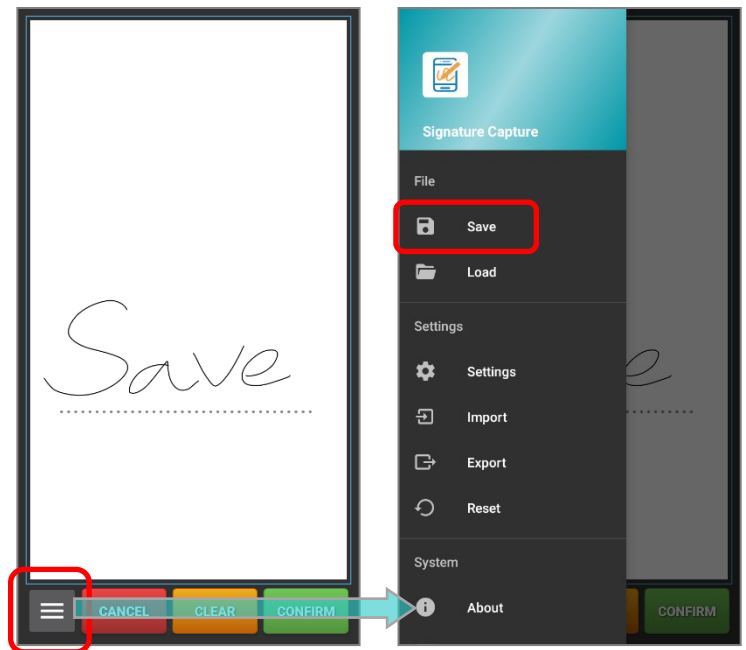
Item		Description
Save		To save the signature drawn on the canvas.
Load		To load the signature file saved in the device internal storage.
Settings		All the settings configuration can be set here.
Import		Import the configuration of “ Settings ”  saved in the device internal storage.
Export		Export the configuration of “ Settings ”  and save the export file in the device internal storage.
Reset		Reset the configuration of “ Settings ”  to default.
About		Show the version information of Signature Capture.
Exit		To exit Signature Capture.

2.2 SAVE & LOAD

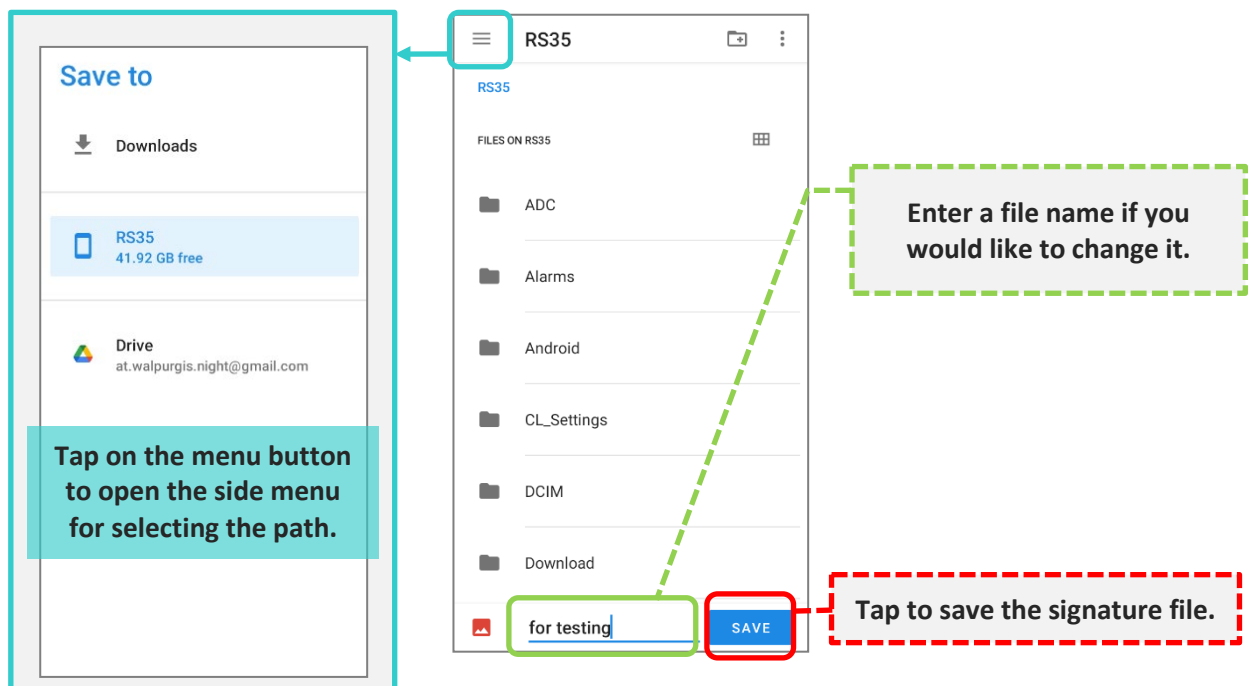
2.2.1 SAVE

To save your signature drawn on the canvas, except of tapping on the **“Confirm”** button  on the main screen, you can also tap on **“Save”**  under **File** on settings menu:

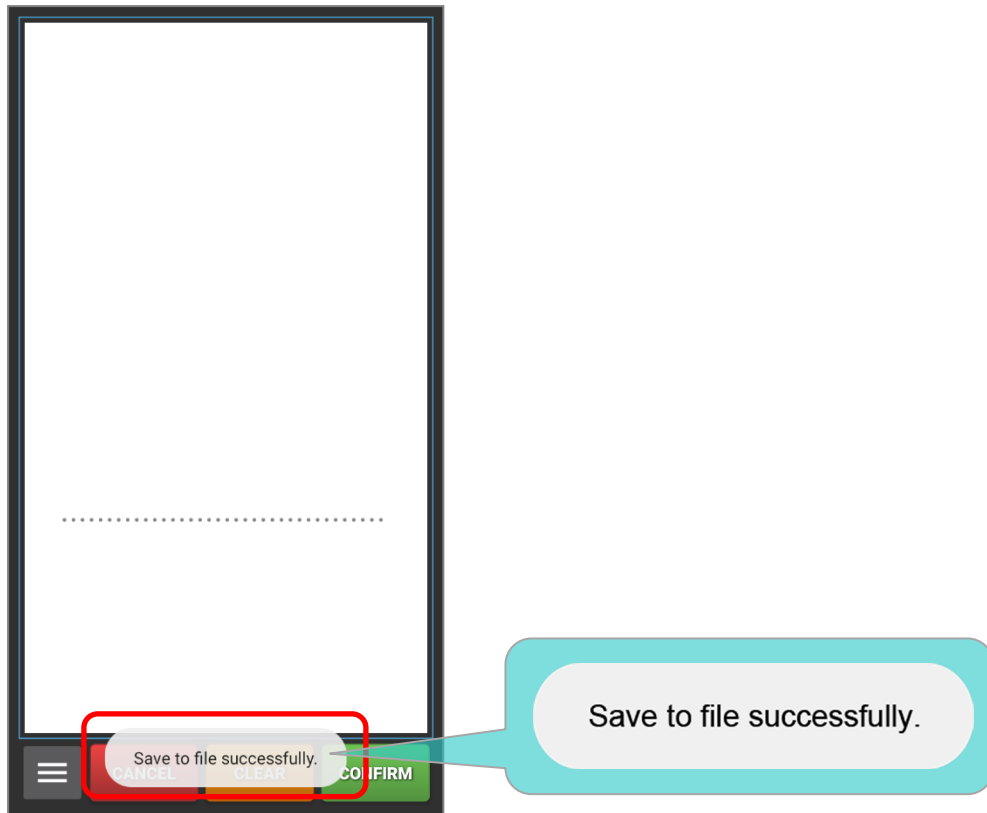
- 1) On the main screen, tap on the **Menu** button  to open the **Settings** Menu, and then select **“Save”**  .



- 2) Enter a file name and designate the path to save the file if necessary.
Tap on **“Save”** to save the signature file.




- 3) Once the signature is saved, the screen will return to the main screen with the blank canvas.



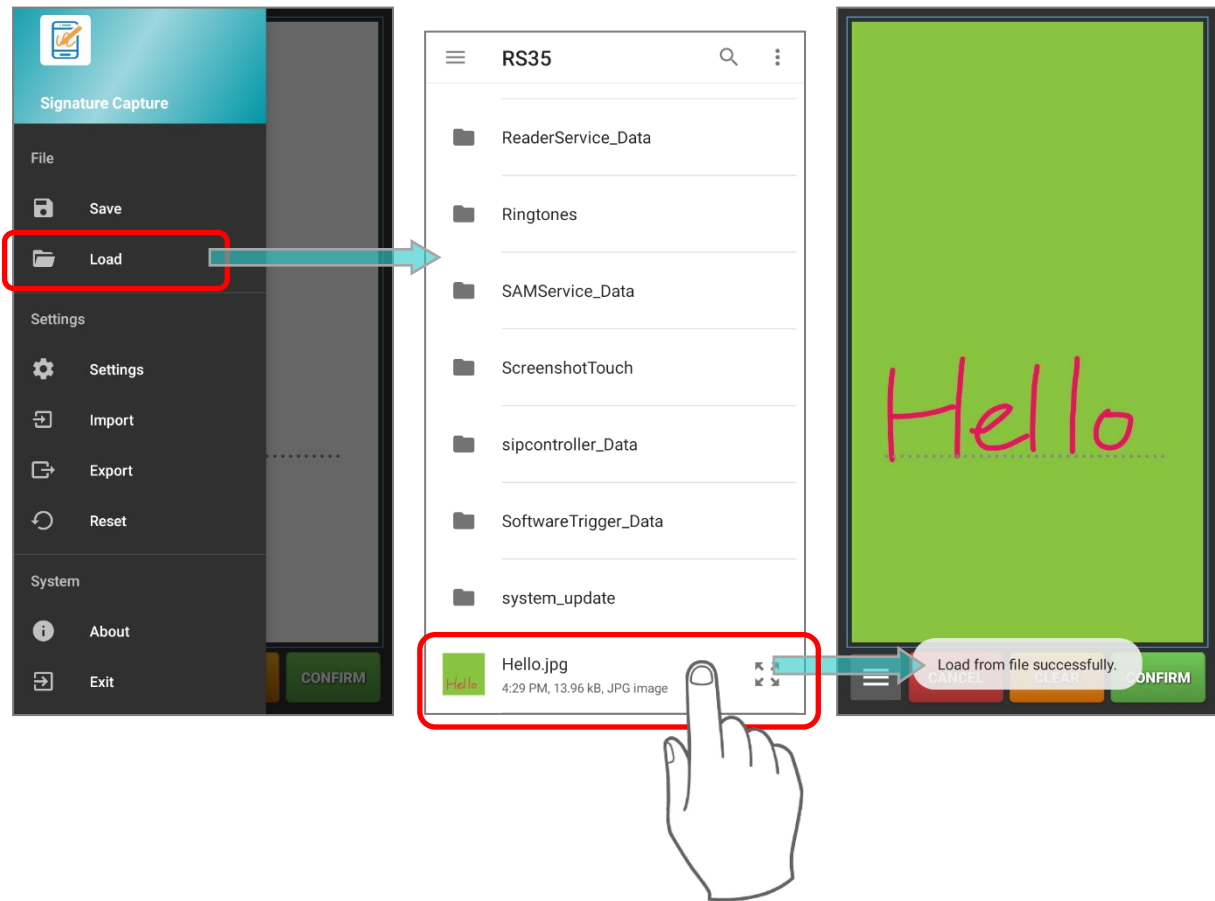
Note:

As to the saved file format, please refer to [Format Settings](#).

2.2.2 LOAD

By tapping on “**Load**”  on the **Setting Menu**, you can load the signature file saved in the device internal storage.

Find the saved signature file and tap on it, and the signature will immediately shows on the canvas:



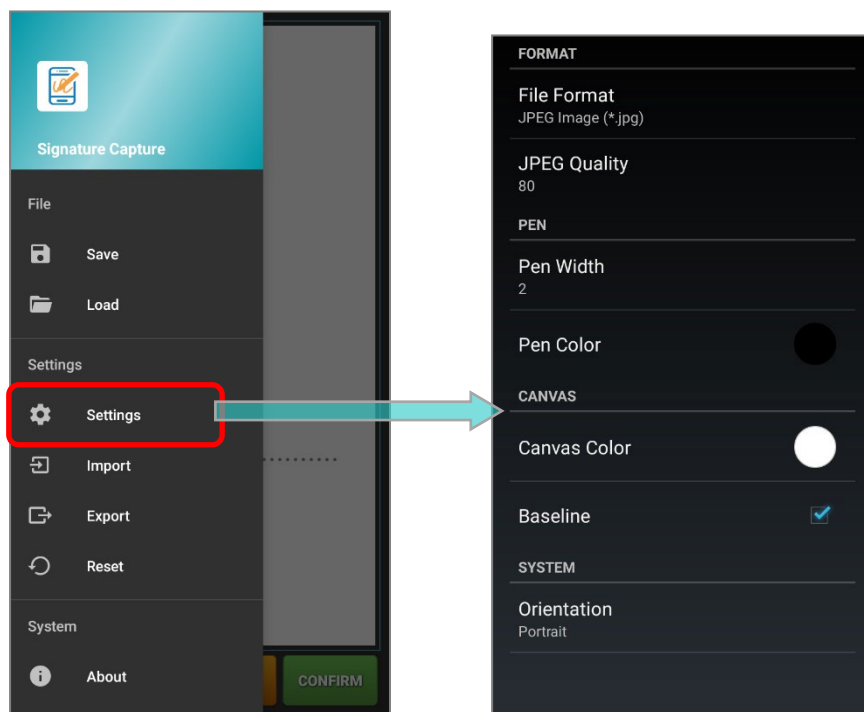
Note:

- 1) User can only view the loaded signature file. It cannot be edited.
- 2) The saved signature file can not be loaded if it is a **.pdf** file.

2.3 SETTINGS

2.3.1 SETTINGS

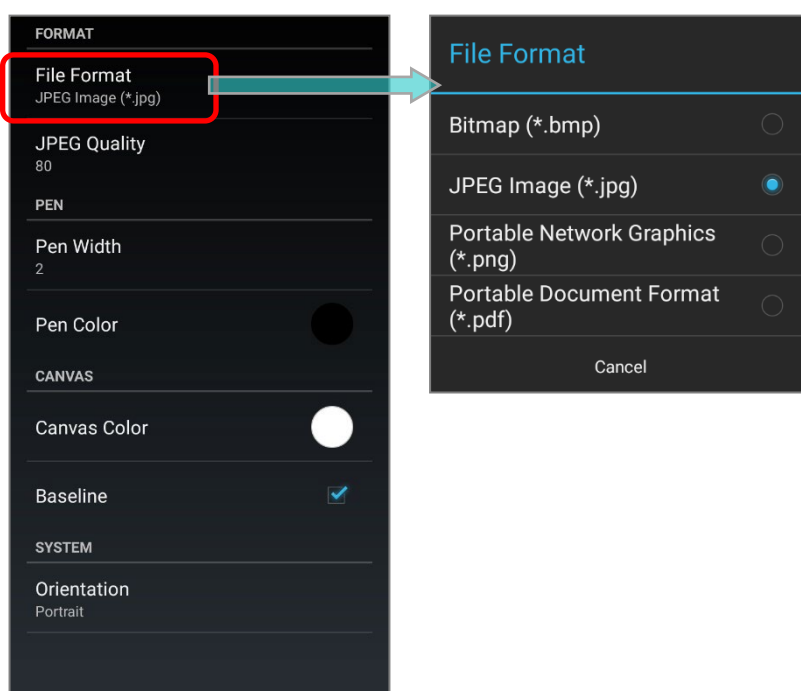
Tap on **Settings**  on **Setting Menu** to configure the following settings to meet your need:



FORMAT SETTINGS

Signature Capture supports various file formats, and the default is set to be **.jpg** file.

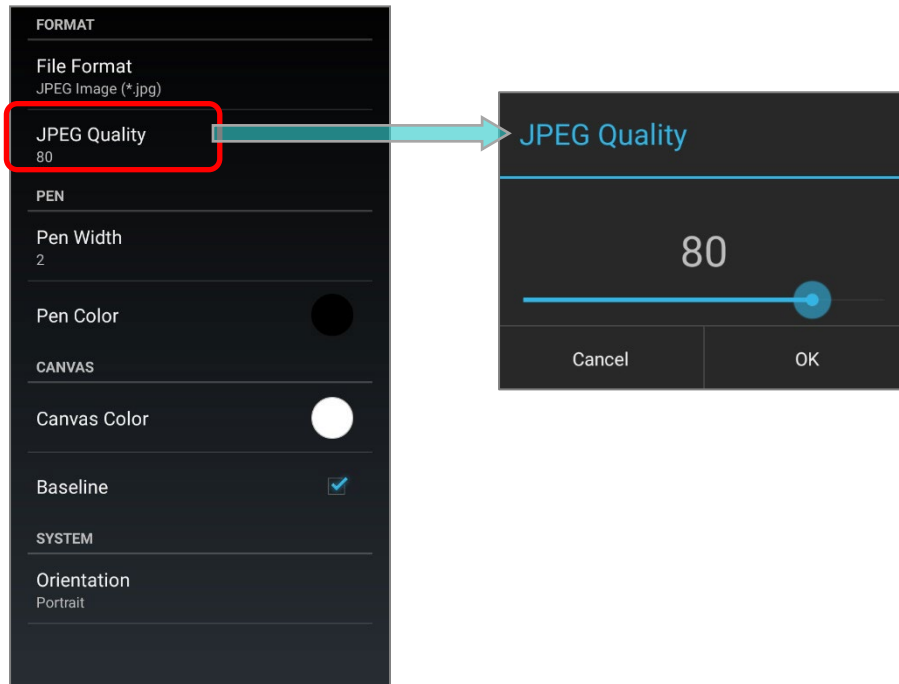
Tap on **"File Format"** and select the file format you would like to set for your signature file:



Note:

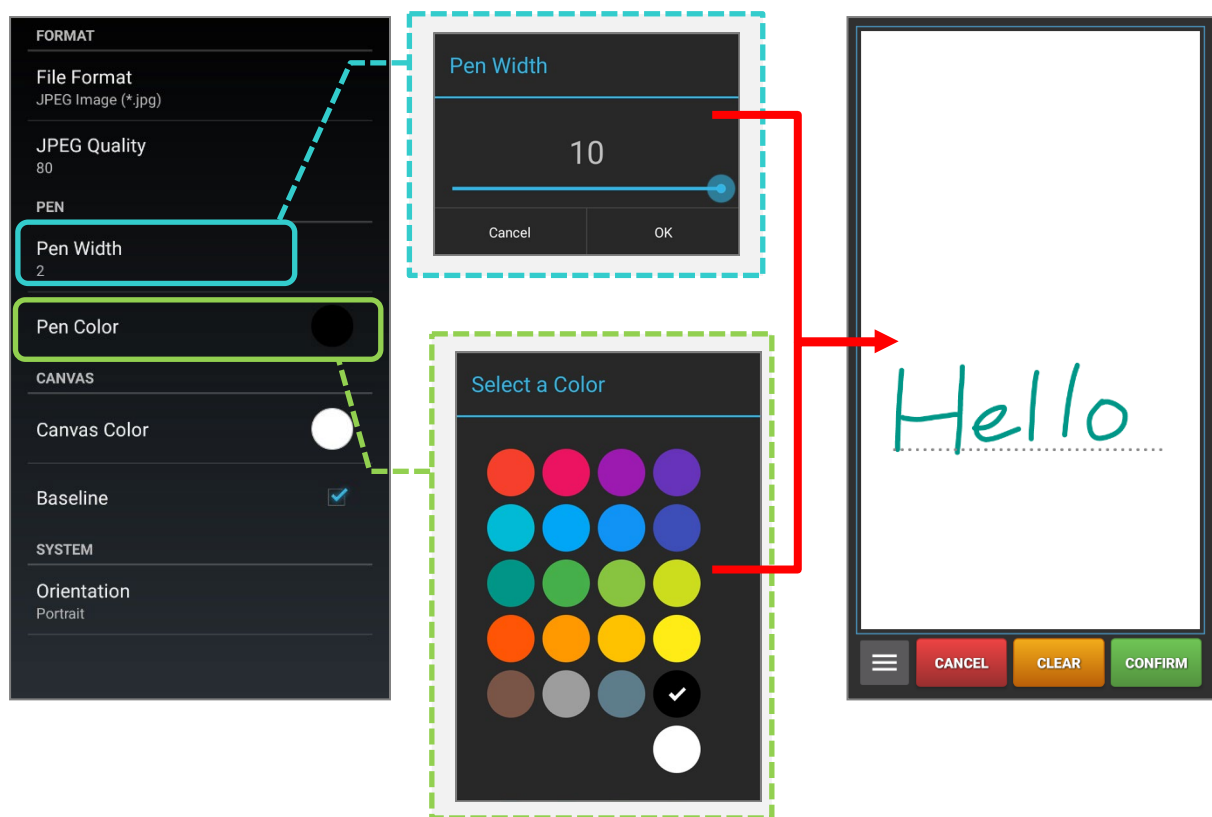
The saved signature file with the **.pdf** extension can not be loaded.

If the file format is set to be **JPEG Image (*.jpg)** as the default setting, you can set the **JPEG Quality** by dragging the slider:



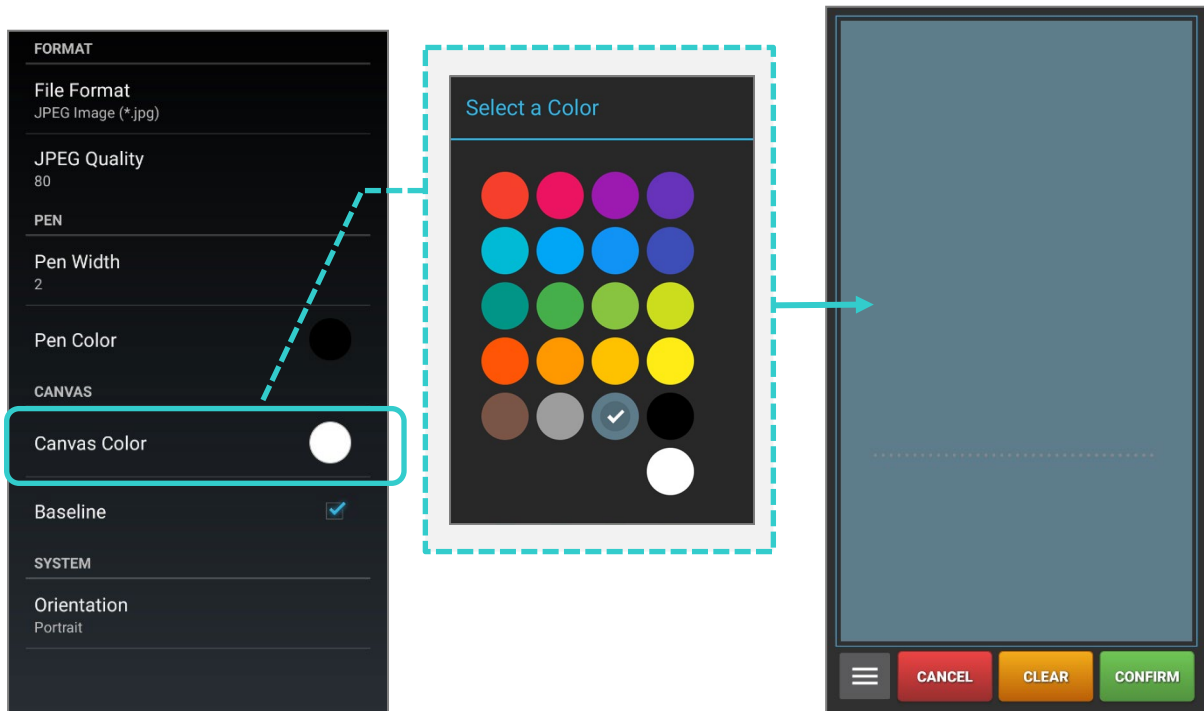
PEN SETTINGS

You can set the stroke width and color from “**Pen Width**” (the default width is set as 2) and “**Pen color**” (the default color is black):



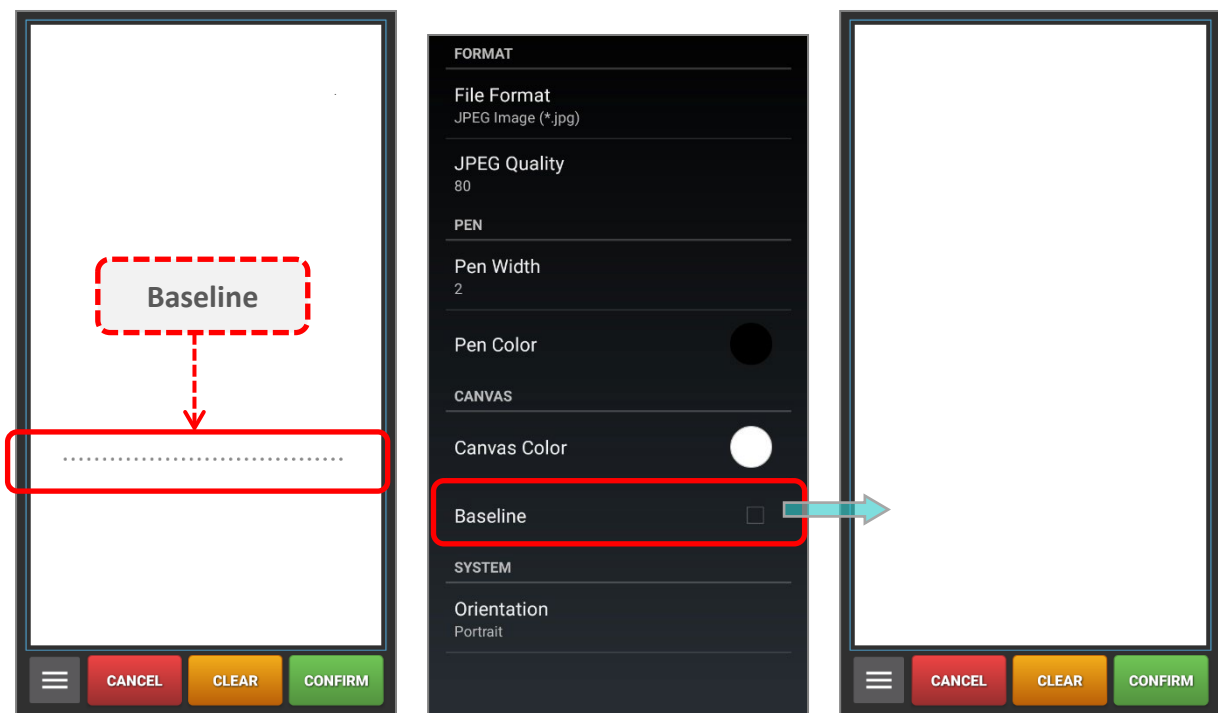
CANVAS SETTINGS

To change the canvas color, tap on **"Canvas Color"** and select the color from the pop-up window:




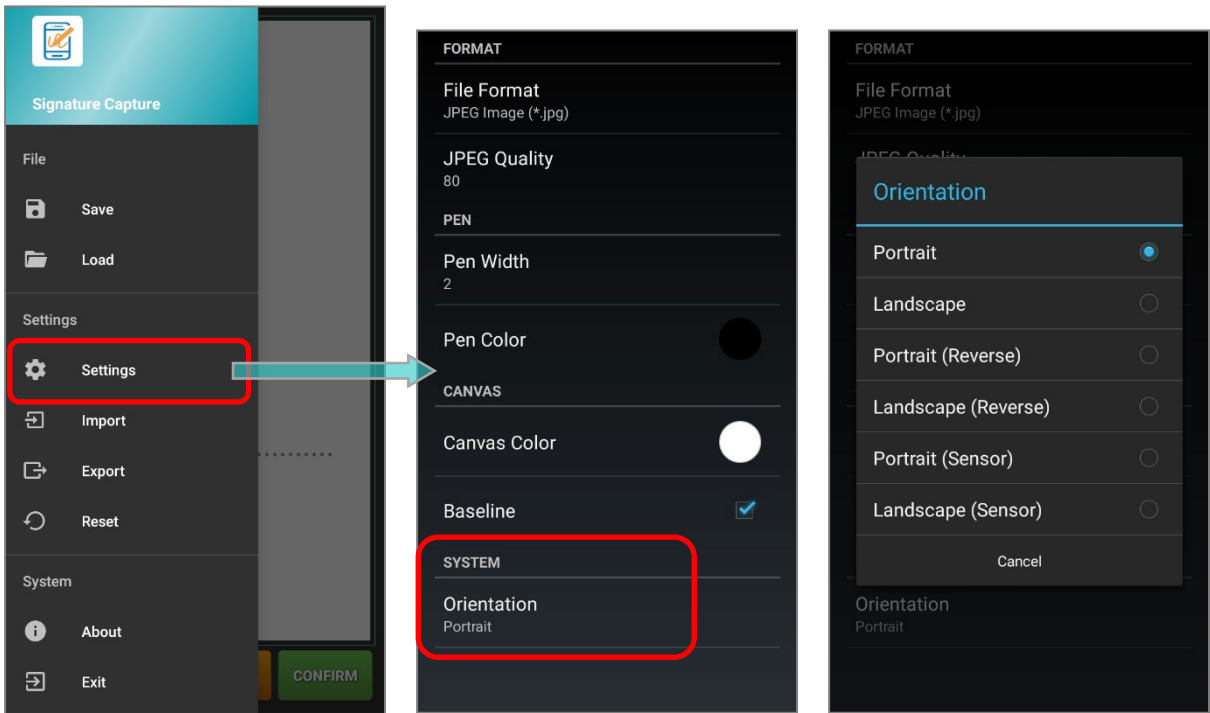
The baseline is located in the center bottom of the canvas, and it is used as an auxiliary horizontal lines for drawing.

To disable the baseline, please tap on **"Baseline"** to untick the checkbox:


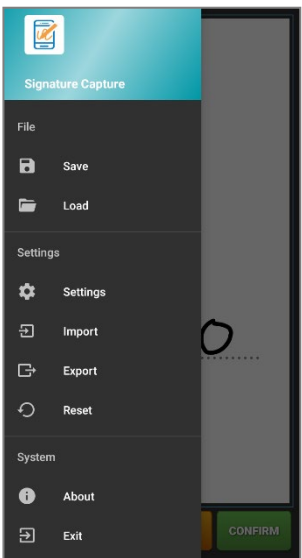

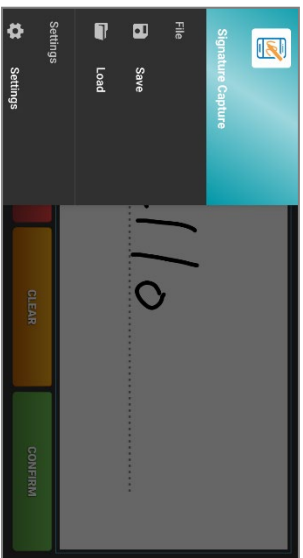


SYSTEM SETTINGS

Tap on **Settings**  → **Orientation**, and you can set the orientation for Signature Capture displayed on the screen:



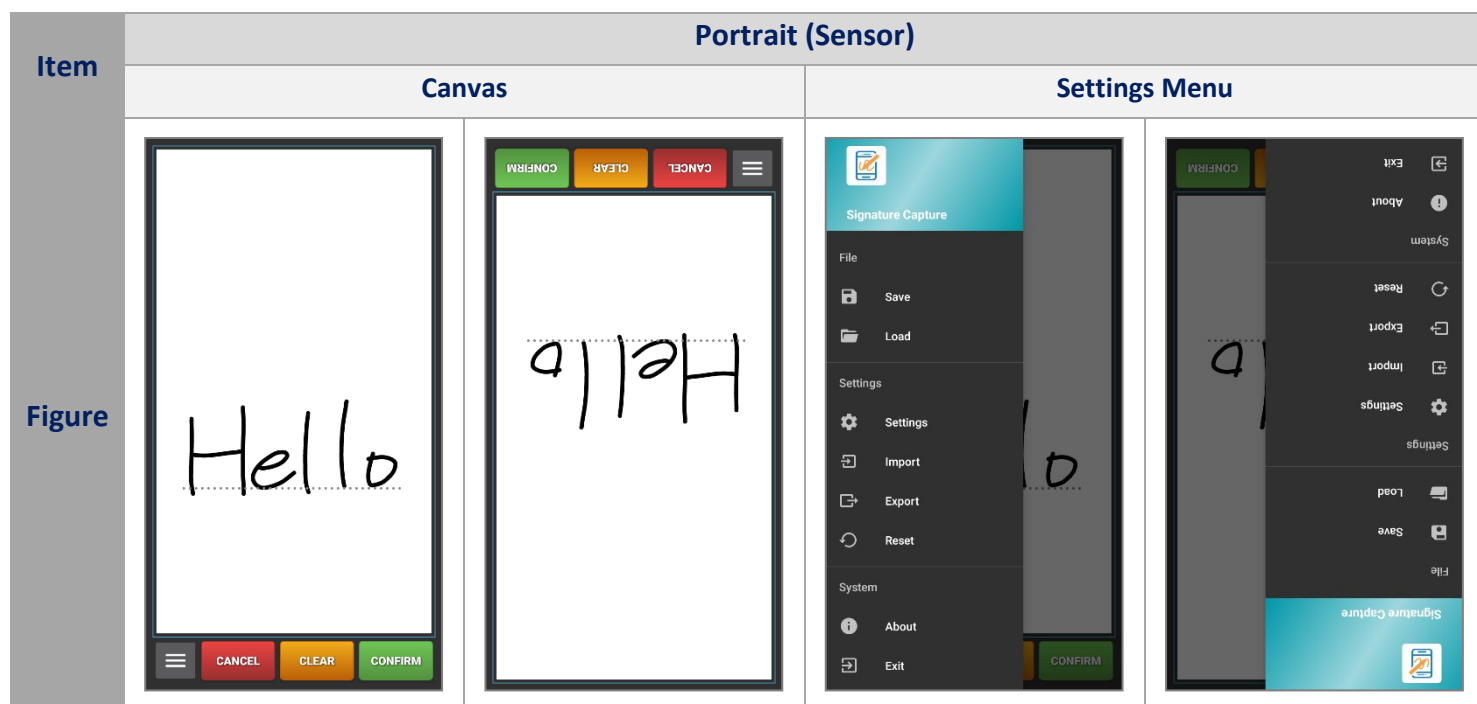
The default setting is “Portrait”:

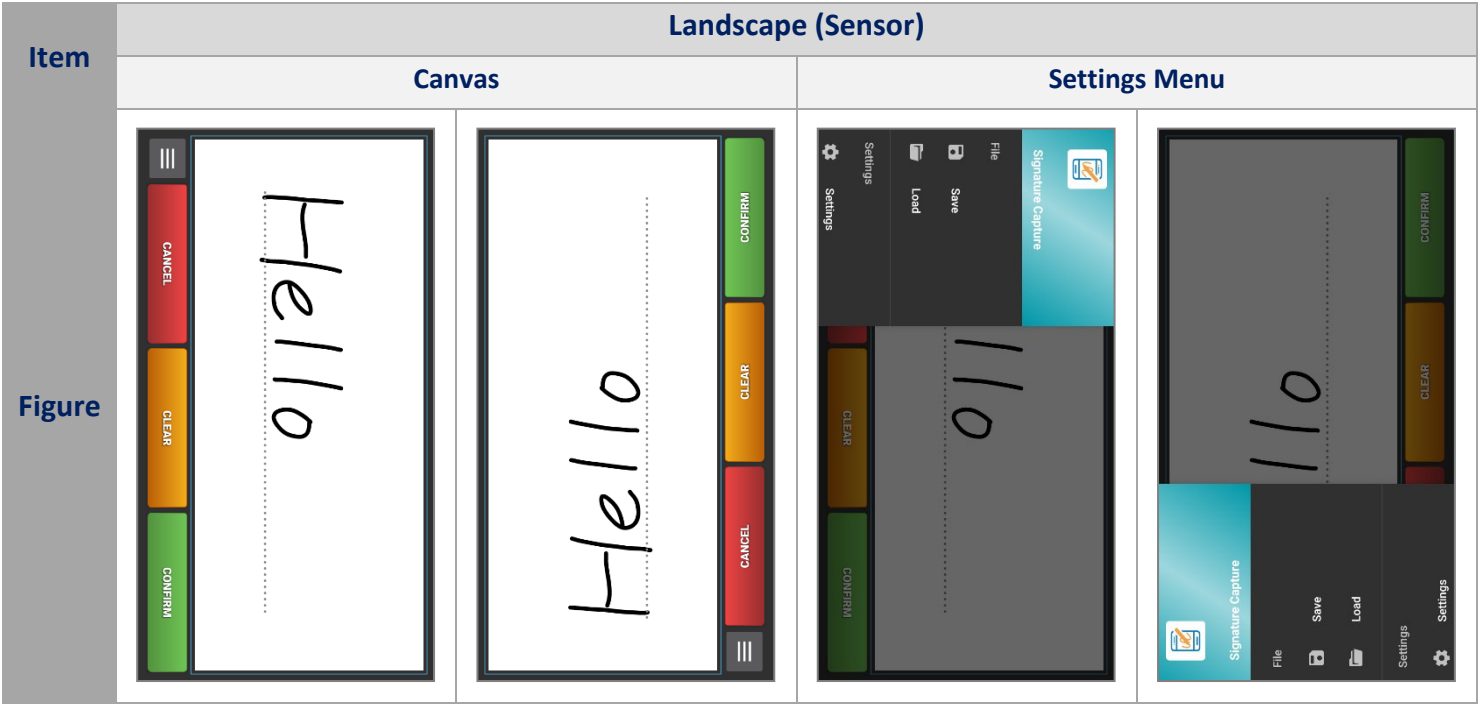
Item	Portrait		Landscape	
	Canvas	Settings Menu	Canvas	Settings Menu
Figure				

Set **Portrait (Reverse)** / **Landscape (Reverse)** to display the canvas and the Settings Menu to be opposite to **Portrait** / **Landscape**:





If you select **Portrait (Sensor)** or **Landscape (Sensor)**, the display will rotate based on your device sensor:





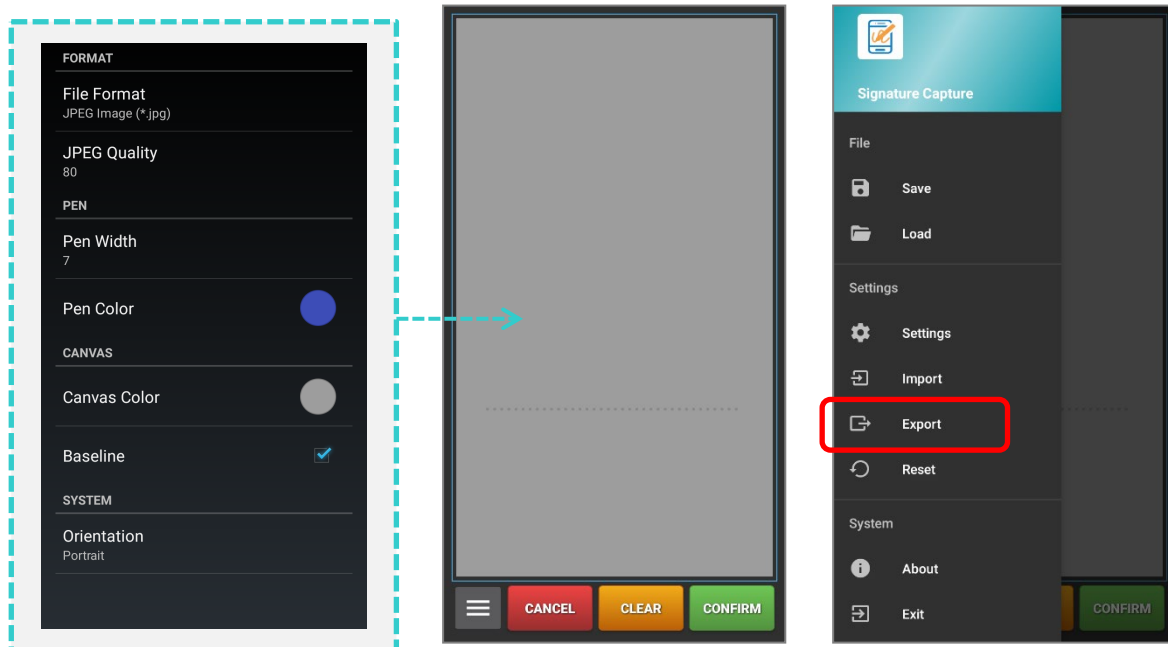


2.3.2 IMPORT & EXPORT

EXPORT

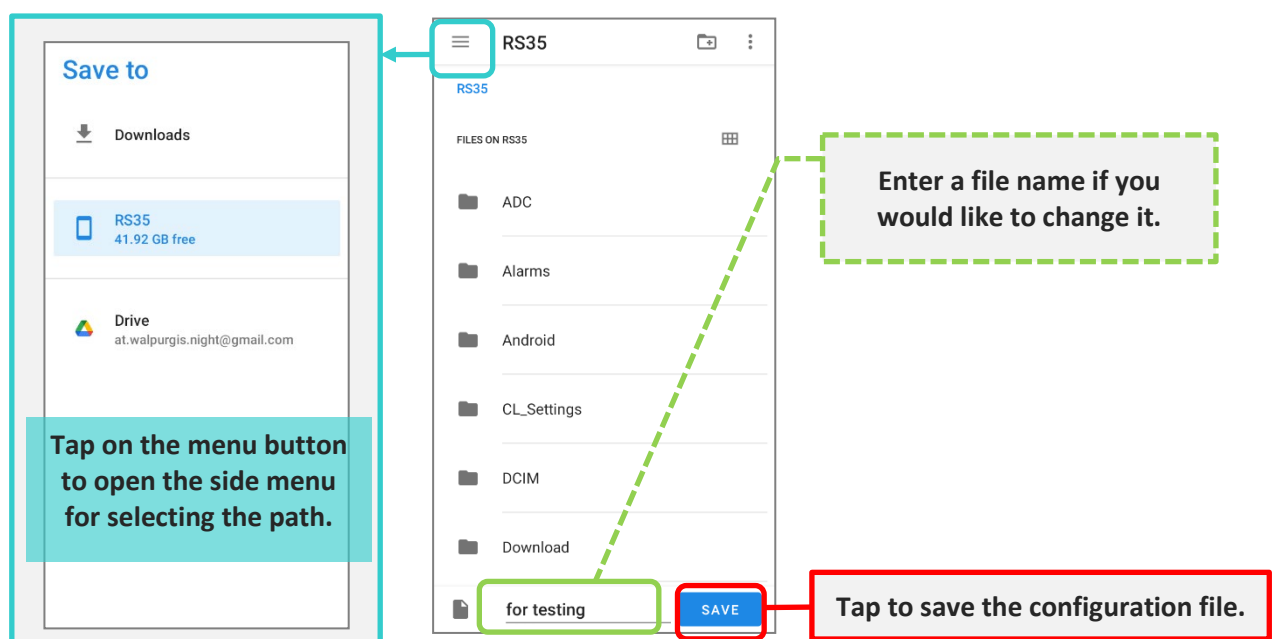
You can export all your configurations of “**Settings**”  to your device internal storage by tapping on “**Export**” .

- 1) Tap on the **Menu** button  to open the **Settings Menu**, and select “**Export**” .



- 2) Enter a file name and designate the path to save the file if necessary.

Tap on “**Save**” to save the configuration file.



- 3) The export is done, and you can find the exported configuration file saved in the folder you designated with the file name you input.

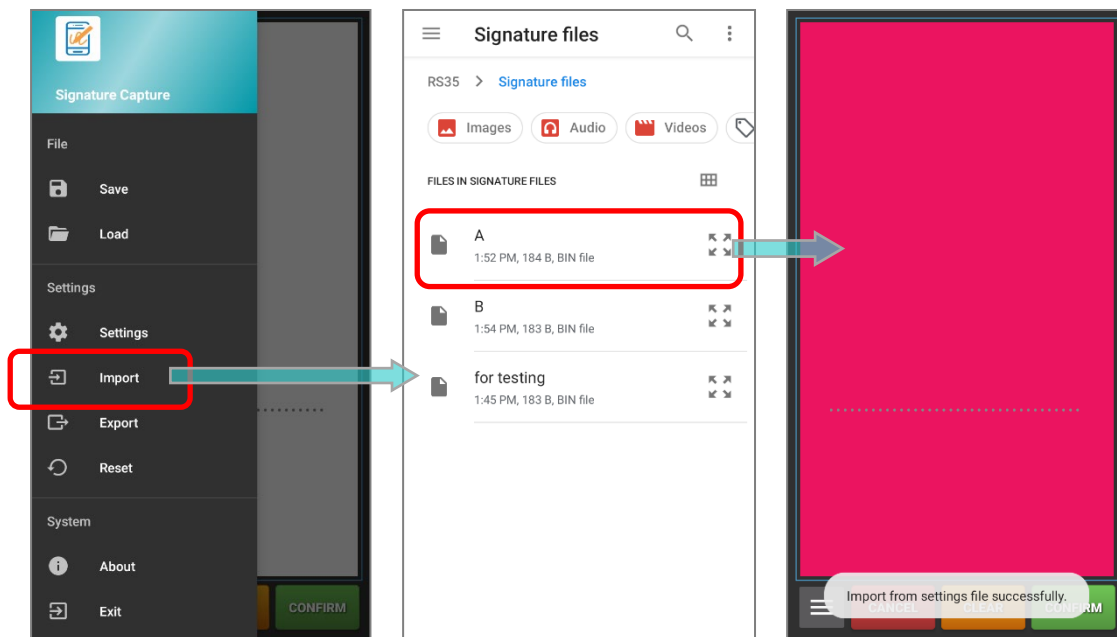


Note:



Your exported settings will be saved as a **.json** file.

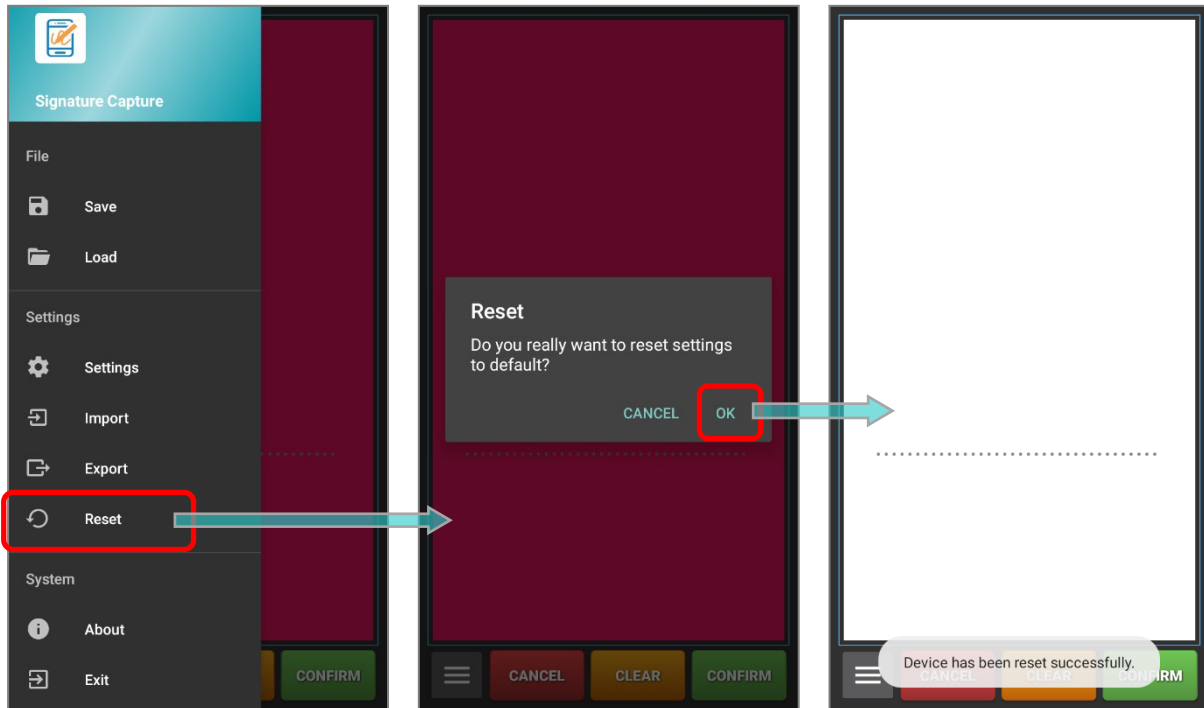
IMPORT

To import the settings configuration, tap on **"Import"** on the **Settings Menu** then select the .json file that contains settings configuration to import:

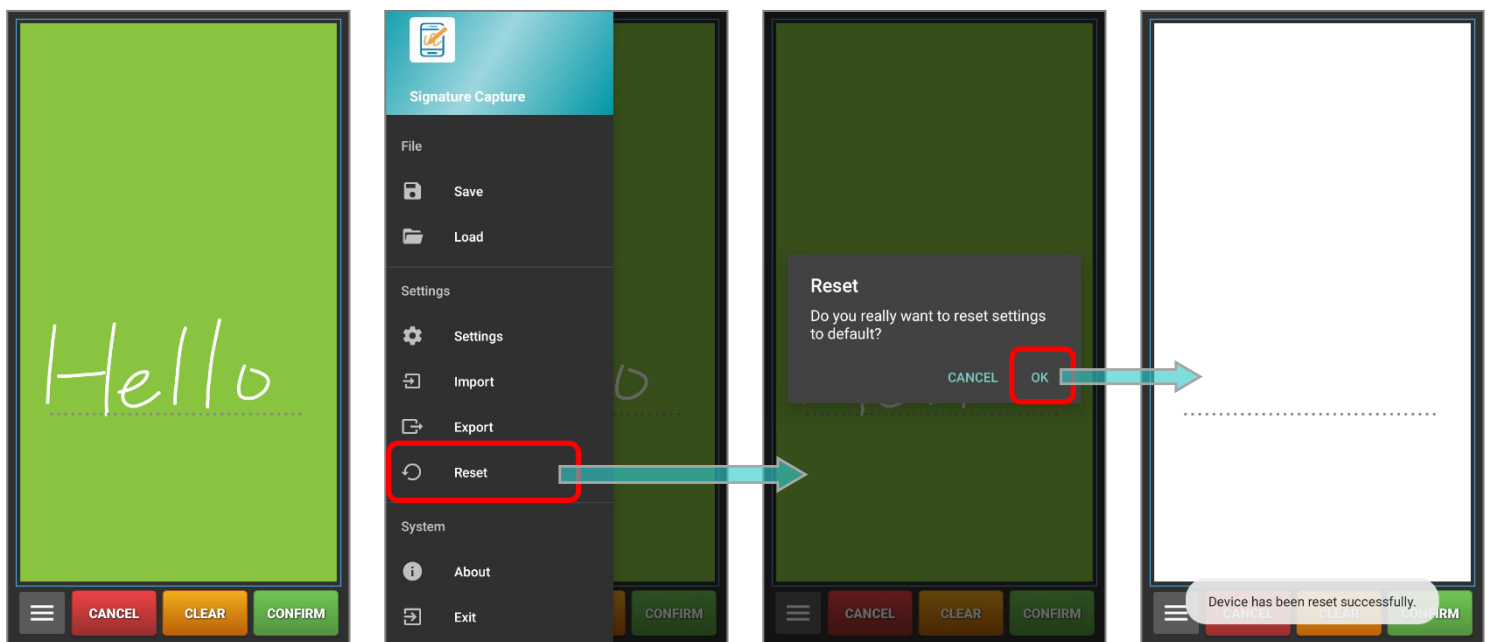


2.3.3 RESET

“Reset”  is to restore the default settings. Tap on “Reset”  and a pop-up window appears to confirm whether reset all your settings to default. Tap on “OK” to restore the default settings.



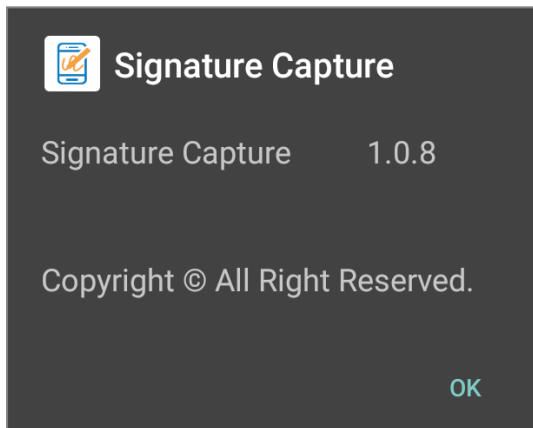
Please note that if there's anything drawn on the canvas, it will be cleared after reset. Make sure to save your drawing beforehand if necessary.



2.4 SYSTEM


ABOUT

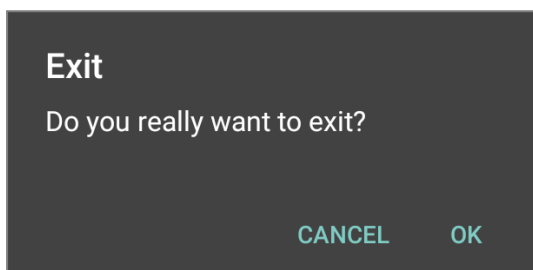
Tap on **"About"** to show the version information of Signature Capture:



EXIT

"Exit" works as the **"Cancel"** button  on the main screen.

Tap on the Menu button  and then select **"Exit"** on the Settings Menu, a pop-up window appears to confirm whether you would like to exit Signature Capture or not. Tap on **"OK"** to directly leave without saving anything you drew on canvas.



2.5 LAUNCH SIGNATURE CAPTURE BY INTENT

To launch **Signature Capture** by intent, add the sample code below in your program beforehand:

```
private static final int REQUEST_SIGNATURE = 1;

// LAUNCH APPLICATION WITH INTENT USING BUNDLE
/**
 * @bundle filePath          Inculde the file path, file name and file format.
 * @bundle jpegQuality       0 ~ 100 (default: 80)
 * @bundle penWidth          1 ~ 10 (default: 2)
 * @bundle penColor          default: "#FF000000" black
 * @bundle canvasColor       default: "#FFFFFFF" white
 * @bundle canvasBaseline    true: show, false: hide (default: true)
 * @bundle orientation       "0": Portrait, "1": Landscape, (default: "0")
 *                          "2": Reverse Portrait, "3": Reverse Landscape,
 *                          "4": Sensor Portrait, "5": Sensor Landscape
 */
Intent intent = new Intent("sw.programme.signature.action.LAUNCH");
Bundle bundle = new Bundle();
bundle.putString("filePath", "/storage/emulated/0/Signature.jpg");
bundle.putInt("jpegQuality", 80);
bundle.putInt("penWidth", 2);
bundle.putString("penColor", "#FF000000");
bundle.putString("canvasColor", "#FFFFFFF");
bundle.putBoolean("canvasBaseline", true);
bundle.putString("orientation", "0");
intent.putExtras(bundle);
startActivityForResult(intent, REQUEST_SIGNATURE);

// GET MESSAGE WITH ACTIVITY RESULT
/**
 * @file_path                A location of saved image.
 *
 * @error_code 1             An application has been closed.
 * @error_code 2             Client denied permission to access the Storage.
 * @error_code 3             Input Parameter is Invalid.
```

```
* @error_code 4    A directory not found.
* @error_code 5    A file format is not supported.
* @error_code 6    I/O error when saving file.
*/
@Override
protected void onActivityResult(int requestCode, int resultCode, Intent data) {
    if (requestCode == REQUEST_SIGNATURE) {
        if (resultCode == RESULT_OK) {
            if (data != null) {
                String path = data.getExtras().getString("file_path");
                Toast.makeText(MainActivity.this, path, Toast.LENGTH_SHORT).show();
            }
        } else if (resultCode == RESULT_CANCELED) {
            if (data != null) {
                int error = data.getExtras().getInt("error_code");
                Toast.makeText(MainActivity.this, "ErrorMessage = " + error,
                    Toast.LENGTH_SHORT).show();
            }
        }
    }
}
```