How Do Barcodes Work?

SeTLS can work with traditional "wedge" style barcode scanners, on any field that accepts input from a keyboard traditionally.
To use barcodes effectively for toys, turn on the "Toys use barcodes?" boolean in Toy library settings.
SeTLS will expect the value given by the barcode to match either the value in the toy's "Barcode" field, or if that is empty, it will default to the Toy's ID (the number on the toy itself, not the database ID). Using the "Barcode" field is of most use if you are using pre-made stickers or have values different to the Toy's ID for historical reason - keeping the Barcode field empty and letting it default to the Toy ID is the most stable option.

How do I get barcodes on my toys?

Some labels have Barcodes supported, and will generate the barcode when printed. Other options include specific barcode label makers, where you create barcodes for values you choose yourself, or barcode stickers with pre-created values. If using the barcode stickers, you will need to update each toy with the value on the sticker, and if the sticker is replaced, you will need to update the toy again.

Revision #2
Created 17 August 2023 02:12:41 by Caris Morris
Updated 22 January 2025 02:44:04 by Caris Morris