

Handheld 8.1 Supplemental Release Notes - SDK

For additional issues, please see the Windows Phone 8.1 Release Notes.

Install Windows Embedded Handheld 8.1 SDK

Before you start the installation of the Windows Embedded 8.1 Handheld SDK, make sure that your development computer meets the following prerequisites.

Prerequisites

Operating system: latest release of the Windows 8.1 operating system, 64-bit version, with all available updates installed	http://windows.microsoft.com/en-us/windows-8/meet
A Second Level Address Translation (SLAT)-compliant development computer	You can use the Coreinfo v3.2 tool (http://go.microsoft.com/fwlink/p/?LinkId=331149) to determine if your computer is SLAT-compliant
Microsoft Visual Studio 2013	http://go.microsoft.com/fwlink/p/?LinkId=389987
Microsoft Visual Studio 2013 Update 2	http://www.microsoft.com/en-us/download/details.aspx?id=42666

Installation

1. Download the Handheld 8.1 SDK (version 9651.14141) from Microsoft Connect (<http://connect.microsoft.com>).
2. From the download folder, extract the **Handheld Blue 9651.14141 - SDK.zip**, and install the Handheld 8.1 SDK.

Breaking Change: Windows.Embedded.DeviceLockdown APIs Capability and Certificate Update for GDR1

The device lockdown APIs in **Windows.Embedded.DeviceLockdown** have been updated to no longer require the ID_CAP_INTEROPSERVICES capability, which was not available to apps that are signed with standard enterprise certificates.

The device lockdown APIs in **Windows.Embedded.DeviceLockdown** now require the new ID_CAP_ENTERPRISE_SHARED_DATA capability, which allows you to use a standard enterprise certificate. This capability is **not** available to standard 3rd party developers where the cert is provided through Visual Studio.

Applications that previously accessed the APIs through ID_CAP_INTEROPSERVICES will receive access denied exceptions when the device is upgraded to a GDR1 build. Those applications must be re-compiled after updating the manifest to claim the ID_CAP_ENTERPRISE_SHARED_DATA capability.

For additional information on deploying enterprise applications, see [Company app distribution for Windows Phone](#).

SoftwareTrigger support added for BarcodeScanner object

The SoftwareTrigger provides the application the ability to signal the barcode scanner device to start scanning. This is the software equivalent of pressing the physical scanner trigger.

- **IsSoftwareTriggerSupported Property**– Used to determine whether the device supports the software trigger functionality.
- **StartSoftwareTriggerAsync Method** – This method is used to trigger the image scanner to acquire decode data. A session is active until the StopSoftwareTriggerAsync method is invoked, or until the image scanner ends the session on its own. A session may terminate early when an image or decode data is acquired, or when a session timeout has expired. The criteria for ending a session is implementation dependent.
- **StopSoftwareTriggerAsync Method** – This method is used to stop a session that was started with a StartSoftwareTriggerAsync method. If this method is invoked and the session is no longer active, then no error is raised.

Known Issues

- **Issue: Doc Correction: Windows.Devices.PointOfService** classes for BarcodeScanner and MagneticStripeReader are available in the Windows Embedded Handheld SDK.

The current documentation indicates BarcodeScanner and MagneticStripeReader only apply to desktop platform. This is incorrect. Both APIs also apply to Handheld, but not to Phone.