We take your privacy seriously and are committed to providing a secure and privacy-preserving solution.

STRICH is an SDK (Software Development Kit) for reading 1D/2D barcodes in web apps, typically running on smartphones. This document describes the privacy and security-related aspects of the SDK.

Camera Access

To perform real-time on-device barcode recognition, the SDK requires access to the device's camera. Access to the camera is gated through the browser's permission system and typically involves a user dialog to confirm camera access. In addition, browsers enforce a secure origin (HTTPS) for apps that access the camera.

>> [MDN Article on getUserMedia() privacy and security](#)

Data in Transit

The STRICH SDK transmits data to our license service for two reasons: *online license verification* and *usage tracking*.

All data is protected during transit via industry-standard TLS connections (Qualys SSL Labs grade A).

No data is transmitted to third parties.

1) Online license verification

During online license verification, the SDK transmits the license key and a number of non-identifying characteristics of the client:

- License key
- Origin URL (to verify if the URL is included in the scope of the license)
- User-Agent (for statistical purposes)
- SDK version (for statistical purposes)
- Device ID (a randomly generated identifier)

Due to the nature of TCP/IP and HTTPS requests, we also receive the client IP address, but we discard it immediately.

Enterprise licenses allow offline license verification: here the license is verified by a cryptographic check that runs fully on-device, with no network requests involved.

2) Usage tracking

To track the usage in our metered plans (STRICH Basic and Professional), the SDK periodically transmits the number of scans and the types of barcodes that were scanned.

- Timestamp of scan
- Type of barcode scanned (e.g. Code 128)

The values encoded in the barcodes are <u>not</u> sent.

Enterprise licenses allow *opting out of usage tracking*: the Enterprise license includes an unlimited number of devices and scans, so we have no need to track usage and consequently do not do so. You can elect to voluntarily send usage data to be able to view it in the Analytics dashboard, but it is optional.

Data at Rest

The SDK does not store any data locally, except for a randomly generated identifier (UUID), which is stored in the browser's localStorage and is used for statistical purposes, to calculate an estimate of the number of devices.