

U.are.U[®] SDK 3.0

Platform Guide for Linux

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THIS CHAPTER PROVIDES AN OVERVIEW OF THE CHAPTERS IN THE U.are.U SDK PLATFORM GUIDE FOR LINUX.

This manual describes how to use the U.are.U SDK to develop applications that will run on the Linux platform. The U.are.U SDK is available for multiple platforms and this document describes issues specific to developing applications that will run on Linux platforms:

Introduction (this chapter) describes how to get the latest version of this documentation.

Installation provides instructions for installing on your development system and on the target (Linux) machine.

Developing Applications with C/C++ lists system requirements for developing and running applications in C/C++ and describes the sample application.

Developing Applications with Java lists system requirements for developing and running applications using Java, provides additional installation instructions and describes the Java sample application.

Developing Applications with JavaPOS provides information on using the JavaPOS-compliant API built on the U.are.U framework.

Redistribution describes the merge modules that are provided to help you redistribute applications built using the U.are.U SDK.

For a detailed description of the SDK, consult the U.are.U SDK Developer Guide.

Getting Updated Documentation

If you are viewing this guide from the download package for the U.are.U SDK, you may want to check online at our website for an updated version of this document at

<http://www.crossmatch.com/Support/Reference-Material/SDK-Reference-Material/>

On the *Developer Reference Material* page, select *U.are.U SDK for Linux* and the version number of the SDK that you are using.

THIS CHAPTER PROVIDES INSTRUCTIONS ON INSTALLING THE U.ARE.U SDK ON THE DEVELOPMENT AND TARGET SYSTEMS.

Except as noted in the platform/language-specific chapters, the installation process is the same for all Linux development.

There are two steps to the installation:

1. Installing on the development system
2. Installing on the device (the target hardware)

These steps are described below.

Installing on the Development System

To install the SDK on your development system:

1. Unpack `CM-UareU-SDK-<version>-<build>.tar.gz` into a directory.
2. Go to the directory where you unpacked the files.
3. Run `install`. You must be **root** to install the SDK.

If the installation scripts are not executable, you might first need to run
`chmod +x install`

4. Follow the prompts as they appear.

The installer copies all necessary files to the selected folder (by default, the product folder is `/opt/Crossmatch/urusdk-linux`). The files installed on the developer's machine are located in the following folders within the main product folder:

Folder	Contents
Include	Header files for C/C++ API.
Linux/docs	End user license agreement (EULA) plus documentation: <ul style="list-style-type: none">■ SDK Developer Guide - describes all APIs■ Platform Guide for Linux - Linux-specific details■ C_API - Doxygen for C/C++ API■ Java_API - Javadoc for Java API
Linux/lib	Runtime files for: <ul style="list-style-type: none">■ arm - C/C++ development for ARM processors■ armhf - C/C++ development for ARMHF processors■ x64 - C/C++ development for x64 processors■ x86 - C/C++ development for x86 processors■ java - Java and JavaPOS JAR files

Folder	Contents
Linux/Samples/bin	<p>Compiled sample applications:</p> <ul style="list-style-type: none"> Bin <ul style="list-style-type: none"> java - Java sample javapos - JavaPOS sample linux-arm - C/C++ sample for ARM processors linux-armhf - C/C++ sample for ARMHF processors linux-x64 - C/C++ sample for x64 processors linux-x86 - C/C++ sample for x86 processors <p>Source files for sample applications:</p> <ul style="list-style-type: none"> UareUSample - C/C++ sample UareUCaptureOnly - C/C++ sample that demonstrates only capture UareUSampleJava - Java sample UareUSampleJavaPOS - JavaPOS sample

Installing on the Target Machine

The installation procedure is identical for all supported readers.

Depending on the functionality you need, you must copy and unpack the tarballs as shown in the table below. The files will typically be copied to `/usr/lib` or `/usr/local/lib`. To run applications, `LD_LIBRARY_PATH` should point to the correct location or the dynamic linker cache should be remade to include the location with the library files.

Functionality	Required files (depending on reader used)
Capture	Crossmatch-fpcapture-<version>.<platform>.tar.gz Crossmatch-fpdriver4k-<version>.<platform>.tar.gz Crossmatch-fpdriver5k-<version>.<platform>.tar.gz Crossmatch-fpdriverEikon-<version>.<platform>.tar.gz
Feature extraction (FingerJet Engine)	Crossmatch-fpengine-<version>.<platform>.tar.gz
Java wrapper	Crossmatch-uru-java-<version>.noarch.tar.gz
	Crossmatch-uru-jni-<version>.<platform>.tar.gz

The folder `/opt/Crossmatch/urusdk-linux/redis` contains the redistributable files for all supported target architectures, for the supported readers.

Once the appropriate library packages have been extracted to the target system, copy the following files into `/etc/udev/rules.d` on the target platform (these files are found on the host machine in the same directory).

- 99-dp4k.rules
- 99-dp5k.rules
- 99-touchip.rules

Uninstalling the SDK

If you need to uninstall the SDK,

1. Change the directory to `/opt/Crossmatch/urusdk-linux`.
2. Run `uninstall`. Note that you must be **root** to uninstall the SDK.

Developing Applications with C/C++

THIS CHAPTER PROVIDES INFORMATION NECESSARY FOR DEVELOPING LINUX APPLICATIONS IN C/C++ WITH THE U.ARE.U SDK.

Pre-Requisites

This chapter assumes that you have a working knowledge of C/C++ and that you know how to develop for applications that will run on Linux platforms and devices.

System Requirements

Kernel

The Linux kernel that is supported for target and development systems is 3.xxx or above. The FingerJet Engine is supported on all versions of the Linux kernel.

Development System

The development system can be any Intel-based Linux system with a 3.xxx or above kernel.

- Ubuntu 12.04, 14.04 and 16.04
- Fedora 19-25
- OpenSUSE 11.3 and Leap 42.1

These utilities, packages, and libraries should already be installed on your system:

- usbutils
- binutils (lsmod and lsusb utilities)

Target Runtime Hardware (Linux-Based Device)

The Linux-based device that will run the application must be one of the following hardware platforms:

- Linux kernel 3.xxx or above
- Intel x86 architecture with CPU from 600MHz and at least 16Mb of available RAM
- Intel x64 (x86-64) architecture with CPU from 600MHz and at least 16Mb of available RAM
- ARMv4T EABI with CPU from 400MHz and at least 16Mb of available RAM
- ARMv6+VFP2 with CPU from 400MHz and at least 16Mb of available RAM

The file sizes are (in Kb):

Function	x86	x64	ARM	ARMHF
Capture runtime (drivers + SDK layer)	1896	2094	1966	1939
Fingerprint recognition runtime	1176	1311	927	848

In addition, the device must also have:

- a USB port
- 16 MB free memory

The SDK works on a variety of hardware and is intended to have a small footprint so that it can run even on minimal hardware. Less capable hardware will work, but response time may not be optimal.

The Sample Applications

The U.are.U SDK includes sample applications to demonstrate the features of the SDK. The sample applications are located in subfolders of the `/opt/Crossmatch/urusdk-linux/Linux/Samples` folder:

- The `Bin` subdirectory contains pre-compiled sample applications for ARM, ARMHF, x86 and x64 architectures.
- The `UareUCaptureOnly` subdirectory contains the sources of the sample application that demonstrates fingerprint capture. This application does not have any dependencies on the FingerJet engine libraries.
- The `UareUSample` subdirectory contains the source for the sample application that demonstrates the full functionality of the SDK: fingerprint capture, feature extraction and verification, identification and enrollment of fingerprints. This application has dependencies on the capture and FingerJet Engine libraries.

Building the Sample Applications

`UareUSample` and `UareUCaptureOnly` are built in the same way. The instructions for `UareUCaptureOnly` are provided below.

To manually build the `UareUCaptureOnly` sample application for the same target architecture as your development system:

1. Change to the `/opt/Crossmatch/urusdk-linux/Linux/Samples/UareUCaptureOnly` directory.
2. Run **make**

To manually build the `UareUCaptureOnly` sample application for ARM architecture (on a x86 or x64 development system):

1. Change to the `/opt/Crossmatch/urusdk-linux/Linux/Samples/UareUCaptureOnly` directory.
2. Run **CC=<full name of C cross-compiler> CFLAGS="-L/opt/Crossmatch/lib_arm" make**
(Depending on the cross-toolchain, additional parameters may be required in the `CFLAGS` parameter, for example, for GCC: **CFLAGS="-march=armv4t -L/opt/Crossmatch/lib_arm"**)

Running the UareUSample Application

The `UareUSample` application demonstrates the Capture API and the FingerJet Engine API. This sample application is a console application -- it does not require any graphic libraries or desktop environment. Be sure that `LD_LIBRARY_PATH` points to the location of the `urusdk-linux` libraries. When you launch the application you will see the main menu, as shown below.

```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples/
vmqa1@vmqa1-Precision-WorkStation-390:~$ cd /opt/Crossmatch/urusdk-linux/Linux/S
amples/bin/linux-x64/
vmqa1@vmqa1-Precision-WorkStation-390:/opt/Crossmatch/urusdk-linux/Linux/Samples
/bin/linux-x64$ ./UareUSample

UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (not selected)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: █

```

You must begin by selecting a fingerprint reader device to use with the application. After you press **1** and Enter to select the reader, the application will search for any fingerprint readers and display a list of the readers it finds, as

shown below. Choose the desired reader and press Enter to continue.

```
vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples
UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (not selected)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: 1

Available readers:
$02$05ba_000b_0001_001_1-7
$02$05ba_000e_0001_001_1-8

Reader selection

1: Select $02$05ba_000b_0001_001_1-7
2: Select $02$05ba_000e_0001_001_1-8
3: Refresh reader list

Enter 1 - 3, or 'B' to go back: █
```

Once a reader is selected, you will see a screen that shows information about the reader and its capabilities, as shown below.

```
vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples
Selected reader: $02$05ba_000b_0001_001_1-7
Vendor name: DigitalPersona, Inc.
Product name: U.are.U 5100
Serial number: {8e6a0dc5-4a5d-49b3-9a08-d23562eb1395}
USB VID: 05ba
USB PID: 000b
USB BCD revision: 0001
HW version: 0.0.0
FW version: 0.0.0

can capture image: 1
can stream image: 1
can extract features: 0
can match: 0
can identify: 0
has fingerprint storage: 0
indicator type: 0x0000001d
has power management: 0
has calibration: 0
PIV compliant: 1
resolution: 500 dpi

UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (selected: $02$05ba_000b_0001_001_1-7)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: █
```

To test verification, press **2** and then press **Enter**.

Follow the prompts on the screen as shown below and touch your finger on the reader. You will see that the program extracts the fingerprint features. Place your finger on the reader again, and the sample application will extract the features of the second fingerprint and determine whether the fingerprints match or not.

```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Sample
UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (selected: $02$05ba_000b_0001_001_1-7)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: 2
Verification started

Put any finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (28ms).

Put the same or any other finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (25ms).

Fingerprints matched (1ms).

dissimilarity score: 0x0.
false match rate: 0.000000e+00.

Verification started

Put any finger on the reader, or press Ctrl-C to cancel...

```

Place your index finger as the first fingerprint and your middle finger as the second fingerprint, and note that they do not match.

Press the Esc key to return to the main menu.

To test identification, press **3** and then press **Enter** to start.

Remember that identification matches a single fingerprint against a set of fingerprints. You will be prompted to touch each of your fingers on the reader in turn, as shown below. When you have entered all of your fingerprints, you will be prompted to place any finger on the reader. Place one of your fingers on the reader to ensure that the fingerprint matches. Then place a finger from your other hand on the reader and ensure that it does NOT match.

```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Sample
UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (selected: $02$05ba_000e_0001_001_1-8)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: 3
Identification started

Put your thumb on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (140ms).

Put your index finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (104ms).

Put your middle finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (129ms).

Put your ring finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (98ms).

Put any finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (107ms).

Fingerprint identified (3ms), your index finger
dissimilarity score: 0x0.
false match rate: 0.000000e+00.

Identification started

Put your thumb on the reader, or press Ctrl-C to cancel...

```

Press Ctrl C to return to the main menu.

To test enrollment, press **4** and then press **Enter** to start.

The enrollment test is to successfully enroll a single finger. Follow the prompts on the screen (as shown below) and place your finger on the reader when prompted to do so. Then when prompted again, place the same finger on the reader. It typically takes four scans to get a good enrollment. If you place a different finger on the reader during the enrollment process, or if a scan is of poor quality, that scan will be dropped and the application will request additional finger scans in order to do a complete enrollment.

```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples:
UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (selected: $02505ba_000e_0001_001_1-8)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: 4
Enrollment started

1
Put any finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (103ms).

2
Put the same finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (108ms).

3
Put the same finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (118ms).

4
Put the same finger on the reader, or press Ctrl-C to cancel...
fingerprint captured,
features extracted (112ms).

Enrollment template created, size: 356

Enrollment started

1
Put any finger on the reader, or press Ctrl-C to cancel...

```

Once you have finished testing the enrollment feature of the sample application, press Ctrl C to return to the main menu.

To test fingerprint engine selection, press **5** and then press **Enter** to start.

The fingerprint engine test is to successfully select a fingerprint engine and ensure that it is running.

```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples:
UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (selected: $02505ba_000e_0001_001_1-8)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: 5

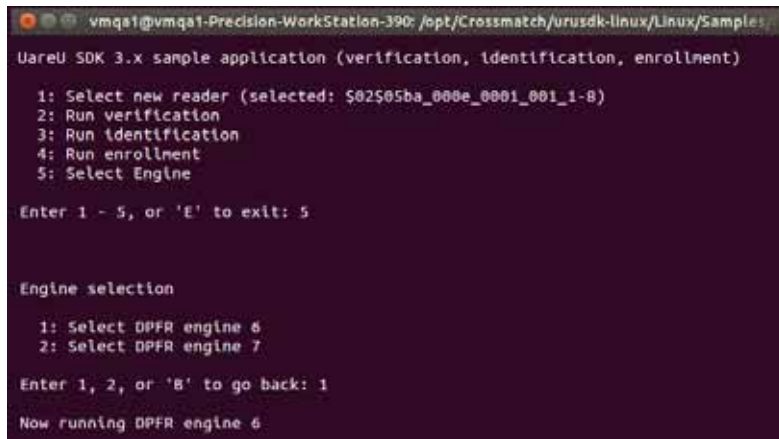
Engine selection

1: Select DPFR engine 6
2: Select DPFR engine 7

Enter 1, 2, or 'B' to go back:

```

Type the number of the fingerprint engine that you want to select and press **Enter**.



```
vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples/
UareU SDK 3.x sample application (verification, identification, enrollment)

1: Select new reader (selected: $02505ba_000e_0001_001_1-8)
2: Run verification
3: Run identification
4: Run enrollment
5: Select Engine

Enter 1 - 5, or 'E' to exit: 5

Engine selection

1: Select DPFR engine 6
2: Select DPFR engine 7

Enter 1, 2, or 'B' to go back: 1

Now running DPFR engine 6
```

The program displays a message indicating which DPFR engine is running.

This completes the demonstration of the UareUSample application. Press **E** to exit from the main menu.

Running the UareUCaptureOnly Application

The UareUCaptureOnly application demonstrates the Capture API alone (no dependencies on the FingerJet Engine library). The UareUCaptureOnly sample application is a console application -- it does not require any graphic libraries or desktop environment.

Be sure that LD_LIBRARY_PATH points to the location of the urusdk-linux libraries. When you launch the application you will see the main menu, as shown below:

```
vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples/
vmqa1@vmqa1-Precision-WorkStation-390:~$ cd /opt/Crossmatch/urusdk-linux/Linux/S
amples/bin/linux-x64
vmqa1@vmqa1-Precision-WorkStation-390:/opt/Crossmatch/urusdk-linux/Linux/Samples
/bin/linux-x64$ ./UareUCaptureOnly

UareU SDK 3.x sample application (capture)

  1: Select new reader (not selected)
  2: Capture fingerprints
  3: Stream fingerprints
  4: Asynchronous Capture

Enter 1 - 4, or 'E' to exit: █
```

You must begin by selecting a fingerprint reader device to use with the application. Press **1** to select the reader. The application will search for any readers and display a list of readers it finds, as shown on the next page.

```
vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples/

UareU SDK 3.x sample application (capture)

  1: Select new reader (not selected)
  2: Capture fingerprints
  3: Stream fingerprints
  4: Asynchronous Capture

Enter 1 - 4, or 'E' to exit: 1

Available readers:
  $02$05ba_000e_0001_001_1-8

Reader selection

  1: Select $02$05ba_000e_0001_001_1-8
  2: Refresh reader list

Enter 1, 2, or 'B' to go back: █
```

Choose the desired reader and press **Enter** to continue.

Once a reader is selected, you will see a screen that shows information about the reader and its capabilities, as shown below.

```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Sample:
Reader selection

1: Select $02$05ba_000e_0001_001_1-8
2: Refresh reader list

Enter 1, 2, or 'B' to go back: 1

Selected reader: $02$05ba_000e_0001_001_1-8
Vendor name:      DigitalPersona, Inc.
Product name:     U.are.U 5300
Serial number:    {ef8242f9-38be-4245-bc23-33e191785001}
USB VID:         05ba
USB PID:         000e
USB BCD revision: 0001
HW version:      0.0.0
FW version:      0.0.0

can capture image:      1
can stream image:       1
can extract features:   0
can match:              0
can identify:           0
has fingerprint storage: 0
indicator type:         0x00000001
has power management:   0
has calibration:        0
PIV compliant:          1
resolution:             500 dpi

UareU SDK 3.x sample application (capture)

1: Select new reader (selected: $02$05ba_000e_0001_001_1-8)
2: Capture fingerprints
3: Stream fingerprints
4: Asynchronous Capture

Enter 1 - 4, or 'E' to exit:

```

Select **2** and press Enter to test the capture function of the sample application.

The capture function simply puts the reader into fingerprint capture mode and waits until a fingerprint is detected, as shown in the picture below.

```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Sample:
can identify:      0
has fingerprint storage: 0
indicator type:    29
has power management: 0
has calibration:   0
PIV compliant:     1
resolution:       500 dpi

UareU SDK 2.x sample application (capture)

1: Select new reader (selected: video1{65a9bdec-0bfa-4485-87d6-675c3f5dafb0})
2: Capture fingerprints
3: Stream fingerprints
4: Asynchronous Capture
5: Select Engine

Enter 1 - 5, or 'E' to exit: 2
1
Put your finger on the reader, or press Ctrl-C to cancel...
fingerprint captured
width: 252, height: 324

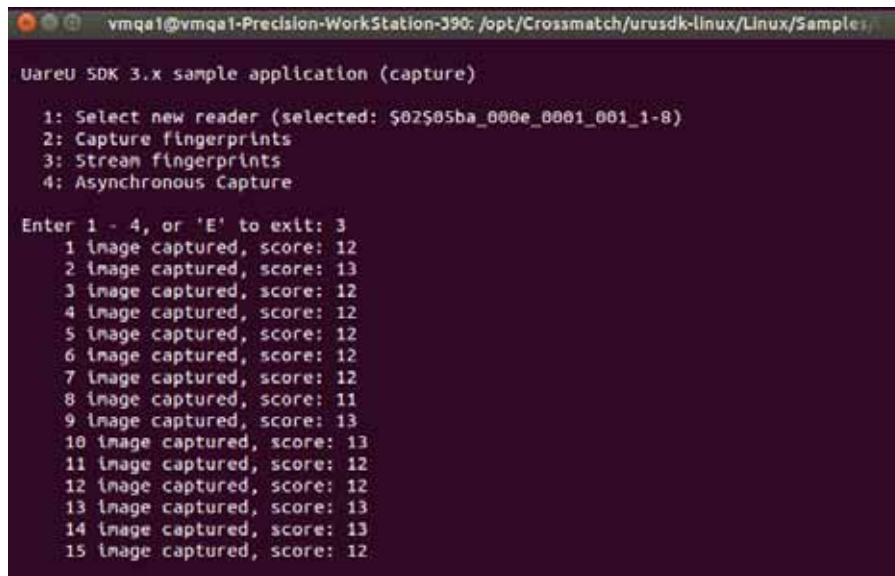
2
Put your finger on the reader, or press Ctrl-C to cancel...
fingerprint captured
width: 252, height: 324

3
Put your finger on the reader, or press Ctrl-C to cancel...
fingerprint captured
width: 252, height: 324

```

Once you have finished testing the capture feature of the sample application, press Ctrl C to return to the main menu.

To test the streaming feature (not available on all fingerprint readers), select **3** and press Enter to test the streaming function of the sample application. The streaming function simply puts the reader into fingerprint stream mode and waits until a fingerprint is detected, as shown in the picture below.

A terminal window titled 'vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples/' shows the 'UareU SDK 3.x sample application (capture)'. The menu lists: 1: Select new reader (selected: \$02\$05ba_000e_0001_001_1-8), 2: Capture fingerprints, 3: Stream fingerprints, and 4: Asynchronous Capture. The user has entered '3'. The terminal then displays a list of 15 captured images with their respective quality scores: 1 image captured, score: 12; 2 image captured, score: 13; 3 image captured, score: 12; 4 image captured, score: 12; 5 image captured, score: 12; 6 image captured, score: 12; 7 image captured, score: 12; 8 image captured, score: 11; 9 image captured, score: 13; 10 image captured, score: 13; 11 image captured, score: 12; 12 image captured, score: 12; 13 image captured, score: 13; 14 image captured, score: 13; 15 image captured, score: 12.

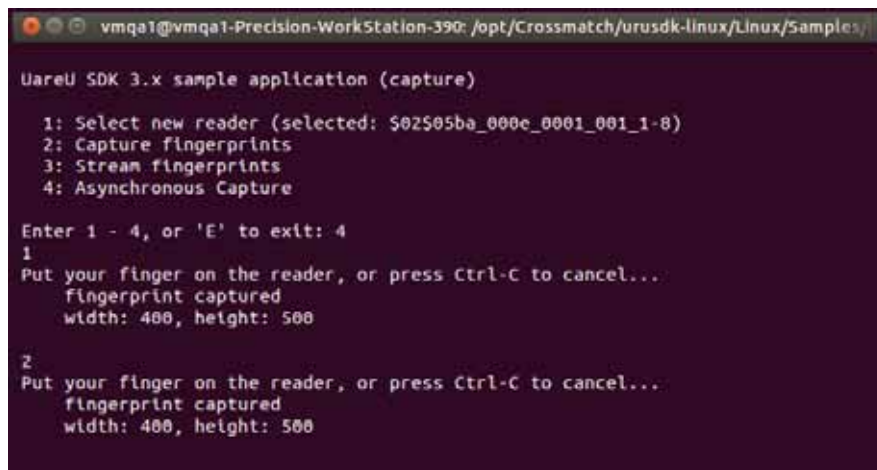
```
vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples/
UareU SDK 3.x sample application (capture)

1: Select new reader (selected: $02$05ba_000e_0001_001_1-8)
2: Capture fingerprints
3: Stream fingerprints
4: Asynchronous Capture

Enter 1 - 4, or 'E' to exit: 3
1 image captured, score: 12
2 image captured, score: 13
3 image captured, score: 12
4 image captured, score: 12
5 image captured, score: 12
6 image captured, score: 12
7 image captured, score: 12
8 image captured, score: 11
9 image captured, score: 13
10 image captured, score: 13
11 image captured, score: 12
12 image captured, score: 12
13 image captured, score: 13
14 image captured, score: 13
15 image captured, score: 12
```

When you place your finger on the reader, images will be captured and their quality score displayed. Press **E** to exit streaming mode.

To test the Asynchronous Capture feature, select **4** and press **Enter**. This function puts the reader into Asynchronous Capture mode, which waits until a fingerprint is detected and then begins the fingerprint capture process, as shown in the picture below.



```

vmqa1@vmqa1-Precision-WorkStation-390: /opt/Crossmatch/urusdk-linux/Linux/Samples/
UareU SDK 3.x sample application (capture)

1: Select new reader (selected: S02S05ba_000e_0001_001_1-8)
2: Capture fingerprints
3: Stream fingerprints
4: Asynchronous Capture

Enter 1 - 4, or 'E' to exit: 4
1
Put your finger on the reader, or press Ctrl-C to cancel...
fingerprint captured
width: 400, height: 500

2
Put your finger on the reader, or press Ctrl-C to cancel...
fingerprint captured
width: 400, height: 500

```

Once a collection of adequate quality images is created, its width and height are displayed and the fingerprint capture process begins again automatically. Press **Ctrl-C** to exit the Asynchronous Capture mode.

This completes the demonstration of the UareUCaptureOnly application. Press **E** to exit from the main menu.

Developing Applications with Java

THIS CHAPTER PROVIDES INFORMATION NECESSARY FOR DEVELOPING LINUX APPLICATIONS IN JAVA WITH THE U.ARE.U SDK.

Pre-Requisites

This chapter assumes that you have a working knowledge of Java and that you know how to develop for Java readers.

System Requirements

Development System

The development system can be any Intel-based Linux system with a 3.xxx or above kernel.

- Ubuntu 12.04, 14.04 and 16.04
- Fedora 19-25
- OpenSUSE 11.3 and Leap 42.-1

These utilities, packages, and libraries should already be installed on your system:

- `usbutils`
- `binutils` (`lsmod` and `lsusb` utilities)

Target Runtime Hardware (Linux-Based Device)

The Java-based device that will run the application must be one of the following hardware platforms:

- Linux kernel 3.xxx or above
- Intel x86 architecture with CPU from 600MHz and at least 16Mb of available RAM
- Intel x64 (x86-64) architecture with CPU from 600MHz and at least 16Mb of available RAM
- ARMv4T EABI with CPU from 400MHz and at least 16Mb of available RAM
- ARMv6+VFP2 with CPU from 400MHz and at least 16Mb of available RAM

The file sizes are (in Kb):

Function	x86	x64	ARM	ARMHF
Capture runtime (drivers + SDK layer)	3484	3817	3305	3199

In addition, the machine must also have:

- a USB port

The SDK works on a variety of hardware and is intended to have a small footprint so that it can run even on minimal hardware. Less capable hardware will work, but response time may not be optimal.

Installing on the Target Hardware

To install the run-time environment on the target hardware platform:

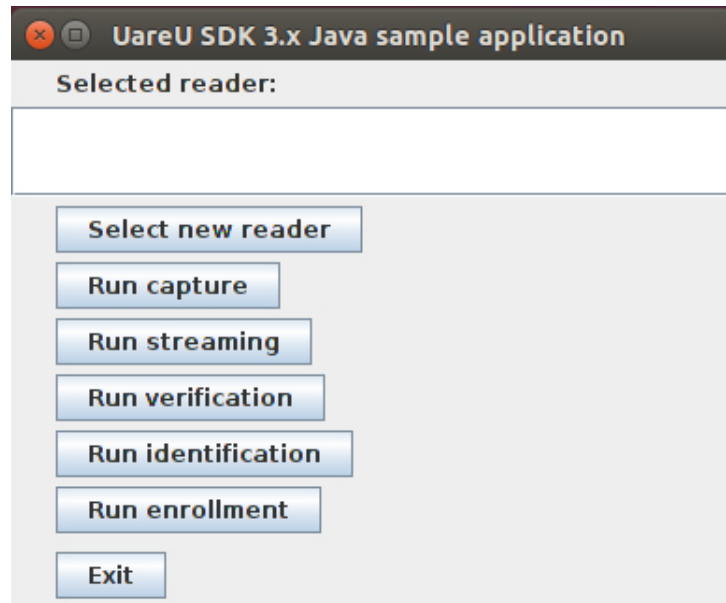
1. Install as described in the section, [Installing on the Target Machine](#) on page 7.
2. Copy `/opt/Crossmatch/urusdk-linux/Linux/lib/java/dpuareu.jar` and `/opt/Crossmatch/urusdk-linux/Linux/lib/<x86 or x64 or arm>/libdpuareu_jni.so*` to the location of your choice.
3. Make sure that `dpuareu.jar` is in the classpath and `libdpuareu_jni.so` is accessible by JVM. For example:

```
java -cp "./UareUSampleJava.jar:/opt/Crossmatch/urusdk-linux/Linux/lib/java/
dpwareu.jar" -Djava.library.path="/opt/Crossmatch/urusdk-linux/Linux/lib/x86"
UareUSampleJava
```

The Java Sample Application

The U.are.U SDK includes a sample application to demonstrate the features of the SDK when using the Java API. The sample application is located in the `Samples` folder. The compiled file, `UareUSampleJava.exe` can be downloaded to your machine for testing or you can compile it yourself using the source files provided.

The application demonstrates the features of the SDK. When you launch the application, you see the main screen as shown below.

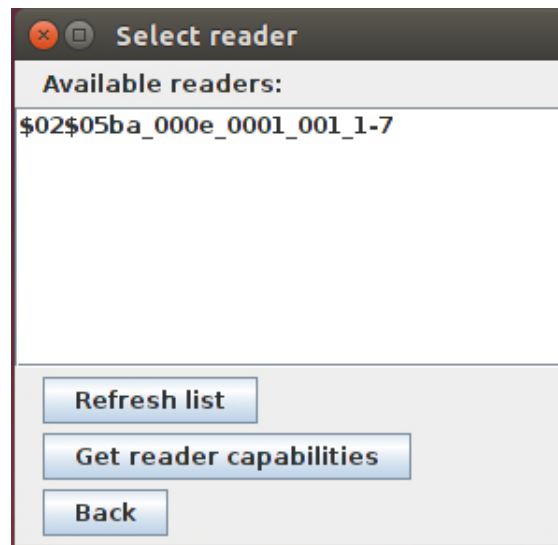


The sample program demonstrates:

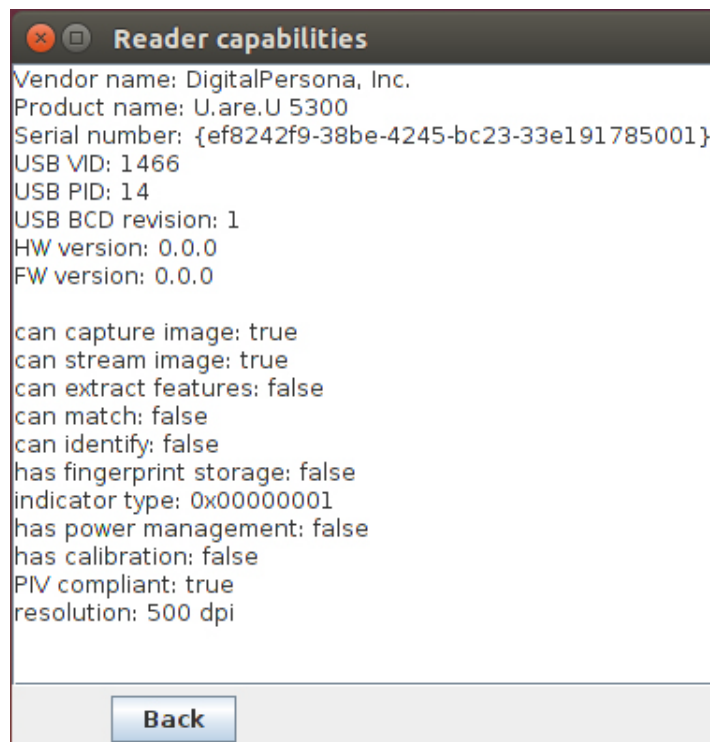
- How to enroll a subject finger
- How to identify a fingerprint
- How to verify a fingerprint
- The built-in control for enrollment
- The built-in control for identification
- How to use the streaming feature to display live fingerprint data on the screen

Selecting a Reader

To choose the reader, click on the **Select new reader** button. You will see a list of available readers and you can choose the desired device, as shown below:



To see the reader capabilities, click on the **Get reader capabilities** button. The capabilities will be displayed, as shown in the image below.



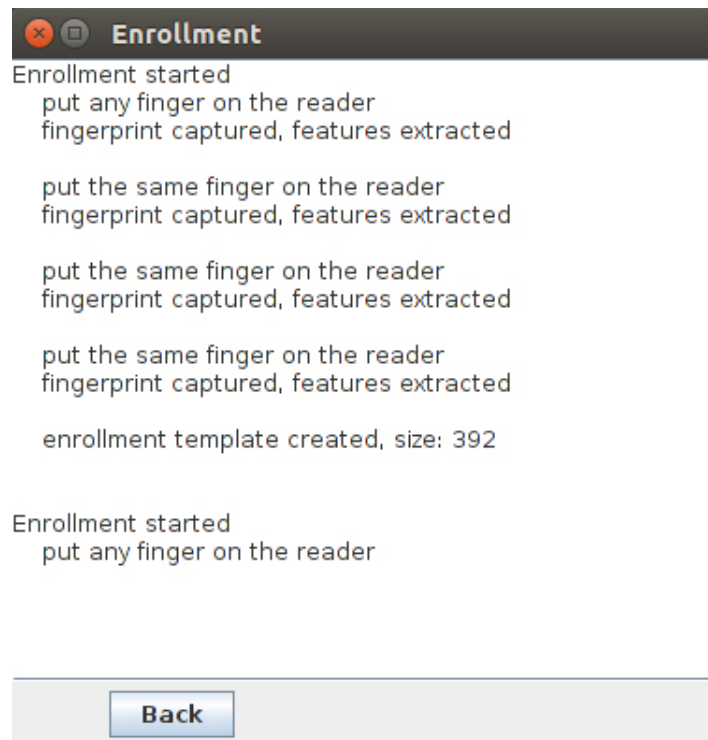
Click on the **Back** button to continue.

Click on the **Back** button from the previous screen to return to the main screen.

Enrolling a Finger

Click on **Run enrollment** to begin enrolling a test subject.

You will see a series of prompts to scan fingers for enrollment, as shown below.



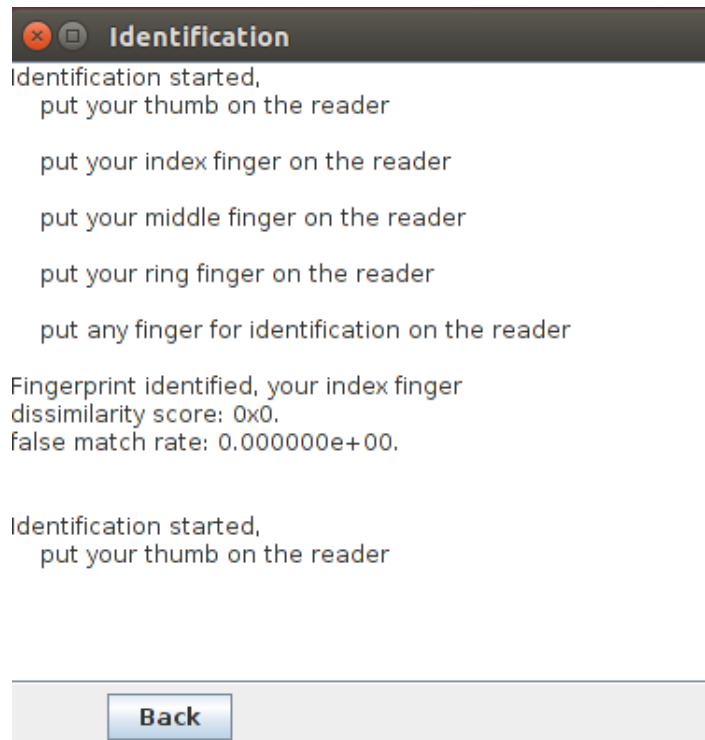
After the first finger is successfully scanned, you will be prompted to scan additional fingers until a sufficient number of high quality scans are complete. The number of fingers requested will vary depending on the image scans - the enrollment functions will continue to request scans until an acceptable enrollment record has been created.

When enrollment is complete, click **Back** to return to the main screen.

Identifying a Fingerprint

To test the identification feature, click on the **Run identification** button. Recall that identification is a 1-to-many comparison where the application searches through all of the enrolled fingers to find a match. For this example, we do not have a stored database, so the sample application first prompts you to place your fingers on the reader so that it can create a FMD. After a FMD is created, you will be prompted to place any finger on the reader to identify against the FMD that was just created.

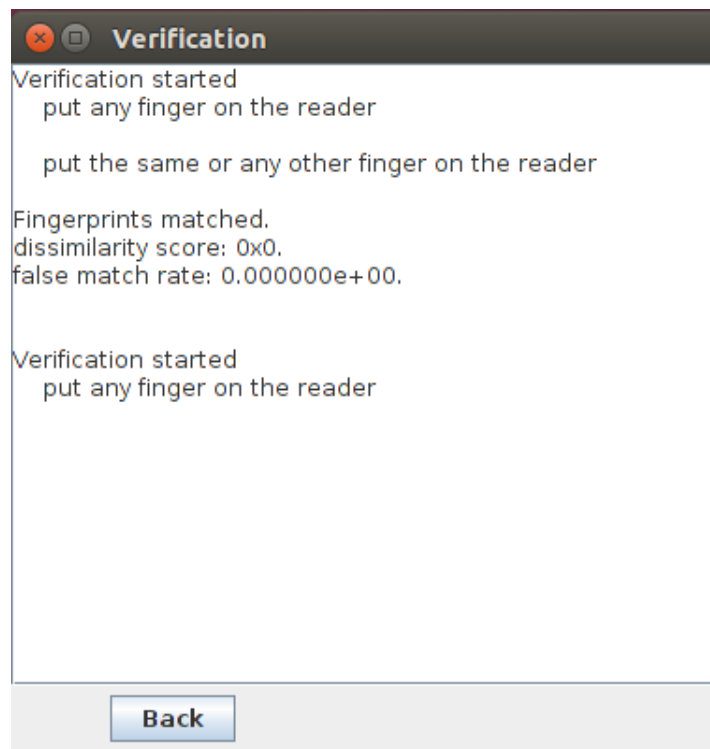
When you click the **Run identification** button, you will be prompted to place your fingers on the reader. If you place an enrolled finger on the reader, you will see that a match was found. In the screen image below, we successfully identified a user.



To exit identification mode, click on the **Back** button.

Verifying a Fingerprint

To test the verification feature, click on the **Run verification** button. Recall that verification is a 1-to-1 comparison where the application matches against a specified fingerprint. When you click the **Run verification** button, you will be prompted to place your finger on the reader. As with the identification example above, in the screen below, we have successfully verified a user.



To exit identification mode, click on the **Back** button.

Using the Capture and Streaming Feature

The sample application also demonstrates the streaming feature (on fingerprint readers that support that feature). To test capturing or streaming, from the main window, click on **Run capture** or **Run streaming** button.

This puts the reader into capture/streaming mode and immediately the results are displayed in the window. For streaming mode, the window then becomes like a live window on the reader as it streams results. Placing a finger on the reader displays the streamed fingerprint, as shown below.



For streaming, removing the finger shows a blank stream.

To exit capture / streaming mode, click on **Back**.

Developing Applications with JavaPOS

THIS CHAPTER PROVIDES INFORMATION NECESSARY FOR DEVELOPING LINUX APPLICATIONS IN JAVAPOS WITH THE U.ARE.U SDK.

Pre-Requisites

This chapter assumes that you have a working knowledge of JavaPOS and that you know how to develop for Linux machines.

System Requirements

This section lists the minimum software and hardware requirements needed to work with the U.are.U SDK.

Development System

The development system can be any Intel-based Linux system with a 3.xxx or above kernel.

- Ubuntu 12.04, 14.04 and 16.04
- Fedora 19-25
- OpenSUSE 11.3 and Leap 42.-1

These utilities, packages, and libraries should already be installed on your system:

- `usbutils`
- `binutils` (`lsmod` and `lsusb` utilities)

Target Runtime Hardware (Linux-Based Device)

The Linux-based device that will run the application must be one of the following hardware platforms:

- Linux kernel 3.xxx or above
- Intel x86 architecture with CPU from 600MHz and at least 16Mb of available RAM
- Intel x64 (x86-64) architecture with CPU from 600MHz and at least 16Mb of available RAM
- ARMv4T EABI with CPU from 400MHz and at least 16Mb of available RAM
- ARMv6+VFP2 with CPU from 400MHz and at least 16Mb of available RAM

The file sizes are (in Kb):

Function	x86	x64	ARM	ARMHF
Capture runtime (drivers + SDK layer)	5317	5650	5138	5032

Installation Notes

After installing the Java API on your development system as described in the [Installation](#) chapter beginning on page 6, perform the following additional steps.

Installing on the Target Hardware

To install the run-time environment on the target hardware platform:

1. Install as described in the [Installation](#) chapter beginning on page 6.

2. Copy `/opt/Crossmatch/urusdk-linux/Linux/lib/java/*.jar` and `/opt/Crossmatch/urusdk-linux/Linux/lib/<x86 or x64 or arm>/libdpuareu_jni.so*` to the location of your choice.
3. Make sure that `dpuareu.jar` is in the classpath and `libdpuareu_jni.so` is accessible by JVM. For example:

```
java -cp "./UareUSampleJava.jar:/opt/Crossmatch/urusdk-linux/Linux/lib/java/dpuareu.jar" -Djava.library.path="/opt/Crossmatch/urusdk-linux/Linux/lib/x86"
UareUSampleJava
```

Enabling and Disabling the USB Hotplug Device

IMPORTANT: You must be root to enable or disable the USB hotplug device.

To enable or disable the USB hotplug device

- Run `/urusdk-linux/drivers/hotplug.sh`

Registering the U.are.U Device Service

To enable U.are.U support in your JavaPOS environment, you may need to register the U.are.U Device Service.

To register your device

1. Modify the `JAVA_POS_CONFIG_PATH` variable in the `register.sh` file to point to the config folder. (This file is located in the `/opt/Crossmatch/urusdk-linux/Linux/lib/java` directory.)
2. Run `register.sh`

To unregister the Device Service

- Run `register.sh -u`

Upgrading from Previous Versions of the JavaPOS API

To upgrade your existing applications, be sure to do the following steps:

1. Add a reference to `/opt/Crossmatch/urusdk-linux/Linux/Lib/Java/dpuareu.jar` in your classpath. This change is often done in a build or run script.
2. Replace the old `dpjavapos.jar` with the newest one, located in `/opt/Crossmatch/urusdk-linux/Linux/Lib/Java`.
3. Before running your application, set the path reference to the JavaPOS Wrapper JNI layer with this command:

```
Set LD_LIBRARY_PATH = Linux/Lib/x86
OR
Set LD_LIBRARY_PATH = Linux/Lib/x64
```

The JavaPOS Sample Application

This section describes the functionality of the sample application, which is located in the `/opt/Crossmatch/urusdk-linux/Linux/Samples` directory. For more information about the sample application and the sample code, particularly button functionality, refer to the `readme.txt` file located in the same directory.

IMPORTANT: To run the sample application, Java runtime environment (JRE) 1.5 or higher must be installed on your computer.

To start the application

1. Change to the `/opt/Crossmatch/urusdk-linux/Linux/Samples/bin/javapos` directory.

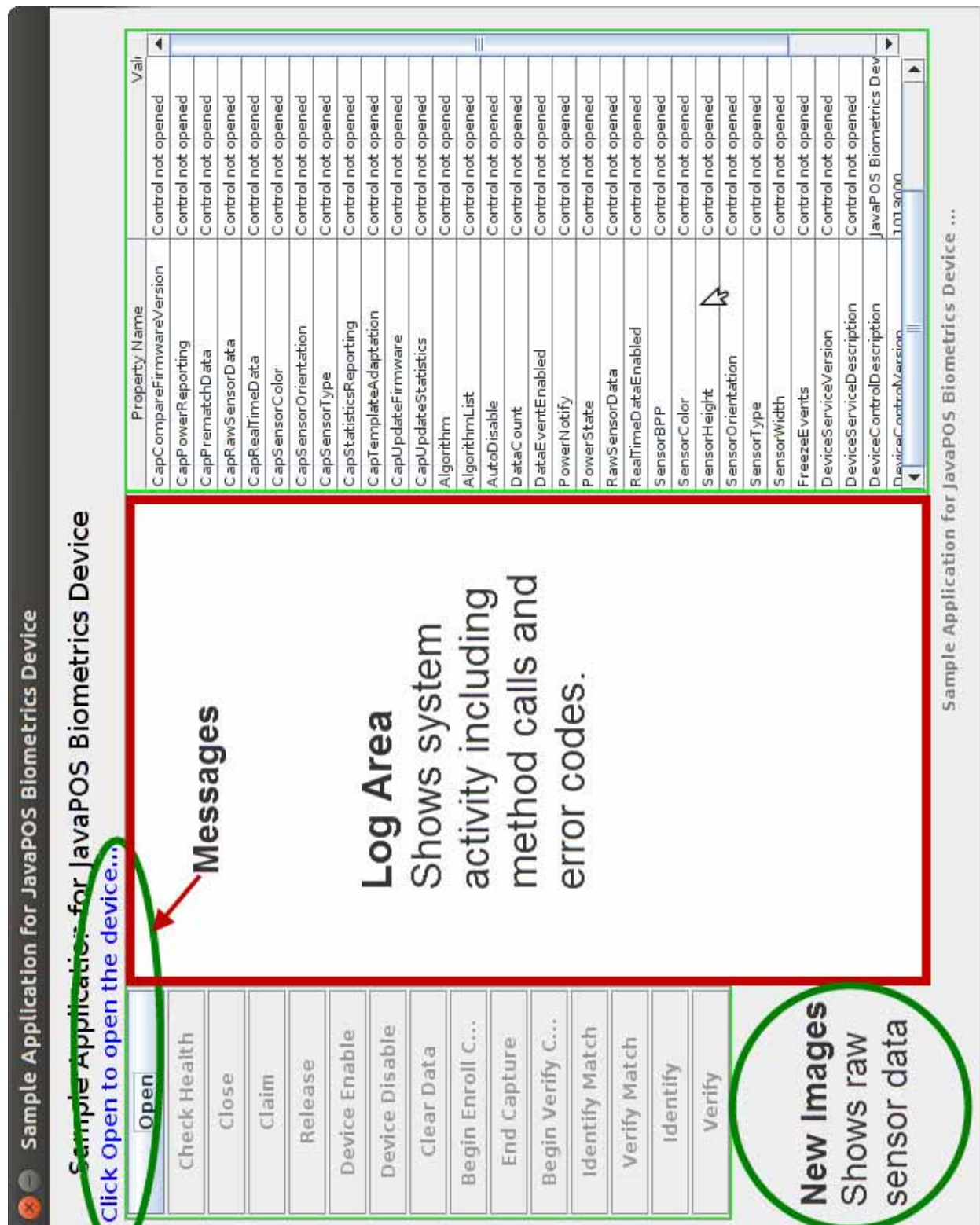
2. For x86 machines, run
`./run_x86.sh`

For x64 machines, run
`./run_x64.sh`

For ARM machines, run
`./run_arm.sh`

For ARMHF machines, run
`./run_armhf.sh`

The sample application window appears as shown below.



The U.are.U SDK window is made up of the following distinct areas:

- Buttons area

This area is located at the left of the window and contains buttons that initiate calls to various methods for interacting with the fingerprint reader and for performing fingerprint enrollment, verification, and identification operations.

- Messages area

This area is located above the Buttons area and displays messages that inform the user of system activity, invite the user to perform actions such as touching the fingerprint reader, or advise the user of system errors. The message that appears when you start the application is “Click to open the device...”.

- New Image area

This area is located at the bottom left and displays raw sensor data when a StatusUpdate event is returned signaling raw data is available.

- Log area

This area is located in the middle of the window and displays a log of system activity, including method calls and error codes.

- Properties area

This area is located at the right of the window and displays a list of properties, both common and specific (in the **Property name** column), and their current values (in the **Value** column).

To open the connection with the fingerprint reader

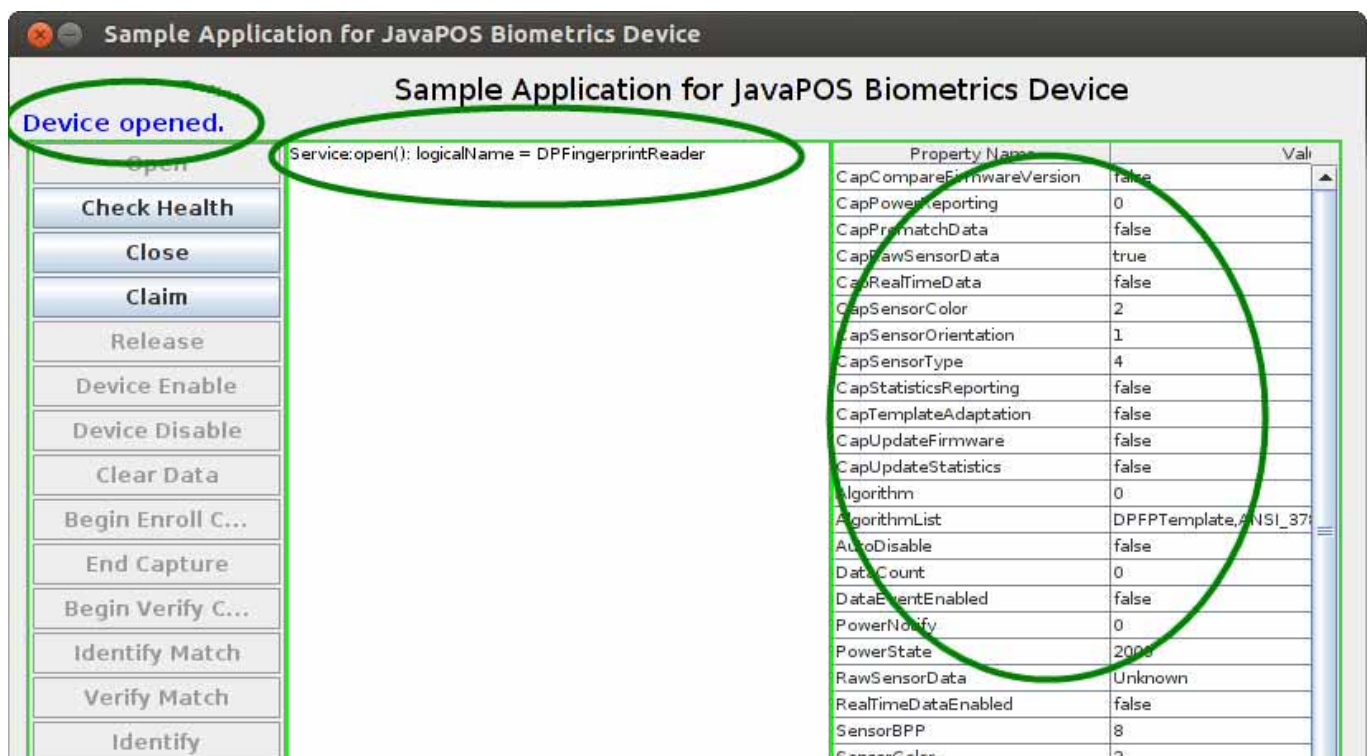
- Click **Open**.

The **open** method of the Device Control object is called.

If the call succeeds, the connection with the fingerprint reader is opened and various properties (common and specific) are set to their default values. These properties and values are displayed in the Properties area, and “Device opened...” appears in the Messages area, as shown in the screen shot below.

NOTE: As each method is called, any properties that change are displayed in the Properties area.

If the method call fails, a failure message appears in the Messages area and error codes are displayed in the Log area.



Once the connection with the fingerprint reader has been opened, it must be claimed.

To claim the fingerprint reader

- Click **Claim**.

The **claim** method of the Device Control is called, the **claimed** property is set to true, and “Exclusive accessed” appears in the Messages area.

Once the connection with the fingerprint reader has been claimed, it must be enabled.

To enable the fingerprint reader

- Click **Device Enable**.

The **deviceEnabled** property is set to true and “Physical Device Operational” appears in the Messages area.

Enrolling a fingerprint consists of capturing four fingerprint images, converting them into fingerprint pre-enrollment templates, and then creating an enrollment template from these templates.

To perform fingerprint enrollment

1. Click **Begin Enroll Capture**.

The **beginEnrollCapture** method of the Device Control is called and “Touch the sensor four times” appears in the Messages area.

2. Touch the fingerprint reader four times. Follow the instructions that appear in the Messages area to guide you.

If the method call succeeds, an enrollment template is created and “Total enrollment completed: N” appears in the Messages area, where N is the number of total enrollments.

If the method call fails, a failure message appears in the box in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

To perform fingerprint verification

1. Click **Begin Verify Capture**.

The **beginVerifyCapture** method of the Device Control is called and “Touch the sensor to capture sample data” appears in the Messages area.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

2. Touch the fingerprint reader.

If the method call succeeds, a verification template is created and “Sample Data Captured” appears in the Messages area.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

3. Click **Verify Match**.

The **verifyMatch** method of the Device Control is called.

If the method call succeeds, a match is performed using the latest enrollment template available and the verification template that was created in step 2, and “Verification success!” or “Verification failed!” appears in the Messages area.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear the Messages area, and error codes are displayed in the Log area.

To perform fingerprint identification

1. Click **Begin Verify Capture**.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

2. Touch the fingerprint reader.

If the method call succeeds, a verification template is created and “Sample Data Captured” appears in the Messages area.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

3. Click **Identify Match**.

The **identifyMatch** method of the Device Control is called.

If the method call succeeds, a match is performed using all of the enrollment templates available and the verification template that was created in step 2. A candidate ranking is generated by listing only the indices of the enrollment templates that match, and “Identification success!” or “Identification Failed!” appears in the Messages area.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

To perform fingerprint verification using a verification template created on-the-fly

1. Click **Verify**.

The **verify** method of the Device Control is called, and “Please touch the sensor for verification” appears in the Messages area.

2. Touch the fingerprint reader.

If the method call succeeds, a verification template is created on-the-fly. Then a match is performed using the latest enrollment template available and the verification template, and “Verification success!” or “Verification failed!” appears in the Messages area.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

To perform fingerprint identification using a verification template created on-the-fly

1. Click **Identify**.

The **identify** method of the Device Control is called and “Please touch the sensor for Identification” appears in the Messages area.

2. Touch the fingerprint reader.

If the method call succeeds, a verification template is created on-the-fly. Then a match is performed using all of the enrollment templates available and the verification template. A candidate ranking is generated by listing only the indices of the enrollment templates that match, and “Identification success!” or “Identification Failed!” appears in the Messages area.

If the method call fails, a failure message appears in the Messages area. If an error occurs, appropriate messages appear in the Messages area, and error codes are displayed in the Log area.

To clear the enrollment template array set and the verification template

- Click **Clear Data**.

The **clearInput** method of the Device Control is called and “Clear data to start enrolling again” appears in the Messages area.

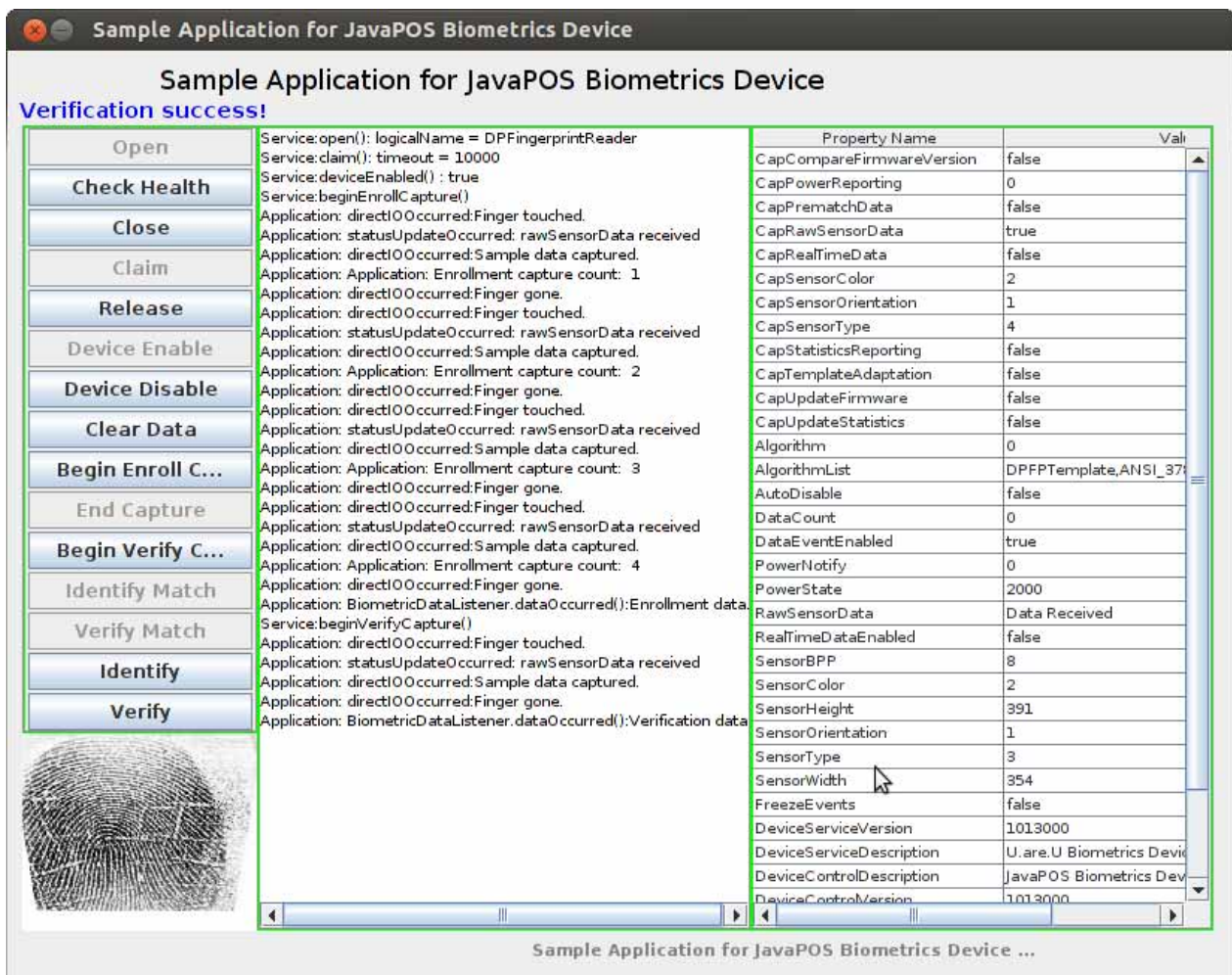
If the method call succeeds, the enrollment template array set and the verification template are cleared. A new verification template and a set of enrollment templates can now be created.

If the method call fails, a failure message appears in the Messages area, and error codes are displayed in the Log area.

Here is a demonstration of a sample sequence, showing the log area and messages.

In the screenshot below, the sample application window shows the following sequence of actions:

- Open
- Claim,
- Device enable,
- Begin enroll capture,
- Captured 4 fingers,
- Begin verify capture,
- Captured 1 finger,
- Verify match,
- Returns a success notification (final message at top left)



To close the connection with the fingerprint reader

- Click **Close**.

The **Close** method of the Device Control is called.

If the method call succeeds, the connection with the fingerprint reader is closed, all of the controls other than the **Open** button are disabled, and the properties are reset, or cleared.

If the method call fails, a failure message appears in the Messages area, and error codes are displayed in the Log area.

To close the application

Click the **Close** button at the top right of the window.

THIS CHAPTER PROVIDES DETAILS ABOUT THE FILES INCLUDED IN THE U.are.U SDK THAT MUST BE DISTRIBUTED WITH YOUR APPLICATION.

You may redistribute the files in the `redist` folder in the U.are.U SDK software package (typically located at `/opt/Crossmatch/urusdk-linux/redist`) to your end users pursuant to the terms of the end user license agreement (EULA), attendant to the software and located in the `/opt/Crossmatch/urusdk-linux/Linux/Docs` folder in the SDK software package.

When you develop a product based on the U.are.U SDK, you need to provide the redistributables to your end users. These files are designed and licensed for use with your application.

Per the terms of the EULA, Crossmatch grants you a non-transferable, non-exclusive, worldwide license to redistribute, either directly or via the respective merge modules, the following files contained in the `redist` folder in the U.are.U SDK software package to your end users and to incorporate these files into derivative works for sale and distribution.

Fingerprint Reader Documentation

You may redistribute the documentation included in the `/redist` directory to your end users pursuant to the terms of this section and of the EULA, attendant to the software and located in the `/Docs` directory.

Hardware Warnings and Regulatory Information

If you distribute U.are.U fingerprint readers to your end users, you are responsible for advising them of the warnings and regulatory information included in the **Warnings and Regulatory Information.pdf** file in the `redist` directory. You may copy and redistribute the language, including the copyright and trademark notices, set forth in the **Warnings and Regulatory Information.pdf** file.

U.are.U Fingerprint Reader Use and Maintenance Guides

The U.are.U Fingerprint Reader Use and Maintenance Guides, **Reader Maintenance Swipe.pdf** and **Reader Maintenance Touch.pdf**, are located in the `/redist` directory. You may copy and redistribute them, including the copyright and trademark notices, to those who purchase a U.are.U module or fingerprint reader from you.