

ASP.NET SDK Documentation

Version 1.0

1. Copy Files

Copy following files to the destination folders under your project root folder as mentioned.

File	Destination Folder
accuraocr.dll	bin
cardrec.dll	bin
cardrec.dll.config	bin
cardrec.pbd	bin
key.license	db
mMQDF_f_Passport_bottom_Gray.dic	db
mMQDF_f_Passport_bottom.dic	db

2. Import DLL files

Import required .dll files to your form action file. In our case it is **proc.aspx** In given demo project we have imported a required files in **proc.aspx.cs**

```
[DllImport("accuraocr.dll", EntryPoint = "initCardEngine",
CallingConvention = CallingConvention.Cdecl)]
public static extern IntPtr initCardEngine(int nCardType);

[DllImport("accuraocr.dll", EntryPoint = "loadDB", CallingConvention = CallingConvention.Cdecl)]
public static extern int loadDB(IntPtr hHandle, byte[] szDic, int nDic, byte[] szDic1, int nDic1,
byte[] tData, int ntData, byte[] license, int nlicense);

[DllImport("accuraocr.dll", EntryPoint = "doRecognize", CallingConvention = CallingConvention.Cdecl)]
```

```
public static extern int doRecognize(IntPtr hHandle, byte[] szImage, int
nLen);
[DllImport("accuraocr.dll", EntryPoint = "getResult", CallingConvention =
CallingConvention.Cdecl) ]
public static extern IntPtr getResult(IntPtr hHandle, ref int nLen);
[DllImport("accuraocr.dll", EntryPoint = "getFaceImage", CallingConvention
= CallingConvention.Cdecl) |
public static extern IntPtr getFaceImage(IntPtr hHandle, ref int nLen);
[DllImport("accuraocr.dll", EntryPoint = "doFaceDetect", CallingConvention
= CallingConvention.Cdecl)]
public static extern IntPtr doFaceDetect(IntPtr hHandle, byte[] szImage,
int nLen, ref int nSize);
[DllImport("accuraocr.dll", EntryPoint = "getCardImage", CallingConvention
= CallingConvention.Cdecl)]
public static extern IntPtr getCardImage(IntPtr hHandle, ref int nLen);
[DllImport("accuraocr.dll", EntryPoint = "getErrorMsg", CallingConvention
= CallingConvention.Cdecl) |
public static extern IntPtr getErrorMsg(IntPtr hHandle, ref int nLen);
[DllImport("accuraocr.dll", EntryPoint = "getDevInfo", CallingConvention =
CallingConvention.Cdecl)]
public static extern IntPtr getDevInfo(IntPtr hHandle, ref int nLen);
[DllImport("cardocr.dll", EntryPoint = "releaseCardEngine",
CallingConvention = CallingConvention.Cdecl)]
public static extern void releaseCardEngine(IntPtr hHandle);
```

3. File Validations

- a. File Must be less then 5 MB
- b. Supported File extentions .jpg, .jpeg, .gif, .png

4. Define Database and License File

Define required database files and License file in your proc.aspx file as below.

```
string dic =
HttpContext.Current.Server.MapPath("~/db/mMQDF_f_Passport_bottom_Gray.dic"
);
string dic1 =
HttpContext.Current.Server.MapPath("~/db/mMQDF_f_Passport_bottom.dic");
string tdata = HttpContext.Current.Server.MapPath("~/db/eng.dat");
string license = HttpContext.Current.Server.MapPath("~/db/key.license");
```

5. Open and Read from Database and License files

```
//open the database files
System.IO.Stream dic_is = OpenFile(dic);
System.IO.Stream dic1_is = OpenFile(dic1);
System.IO.Stream tdata_is = OpenFile(tdata);
System.IO.Stream license_is = OpenFile(license);

byte[] bydic = new byte[dic_is.Length];
byte[] bydic1 = new byte[dic1_is.Length];
byte[] bytdata = new byte[tdata_is.Length];
byte[] bylicense = new byte[license_is.Length];

//read the database files as byte array
dic_is.Read(bydic, 0, (int)dic_is.Length);
dic1_is.Read(bydic1, 0, (int)dic1_is.Length);
tdata_is.Read(bydata, 0, (int)tdata_is.Length);
license_is.Read(bylicense, 0, (int)license_is.Length);
//close files
```

```
dic_is.Close();
dic1_is.Close();
tdata_is.Close();
license is.Close();
```

6. Initialize Card Engine

```
IntPtr hHandle = initCardEngine(nCardType);
```

Supported Card Type Values:

Card Type	Value
MRZ Passport and ID Cards	2
Face Detection	100

InitCardEngine method will return **null** if it fails to initialize the engine.

7. Face Detection Method

This method is used to detect a face on card.

```
IntPtr ptrface = doFaceDetect(hHandle, imgBuf, imgBuf.Length, ref
nResult);
```

8. Get Device Information

These informations are required to validate license copy.

```
Int nDev = 0;
IntPtr ptrDev = getDevInfo(hHandle, ref nDev);
string strDev =
System.Runtime.InteropServices.Marshal.PtrToStringAnsi(ptrDev, nDev);
```

9. Load Database Method

Method to loadDB

```
int nRet = loadDB(hHandle, bydic, bydic.Length, bydic1, bydic1.Length,
bytdata, bytdata.Length, bylicense, bylicense.Length);

Check for Error Messages
IntPtr ptrErr = getErrorMsg(hHandle, ref nErr);
string strError =
System.Runtime.InteropServices.Marshal.PtrToStringAnsi(ptrErr, nErr);
```

10. Recognize the Card

```
Card Recognization Method
```

```
nRet = doRecognize(hHandle, imgBuf, imgBuf.Length);

Face and Card Pointers
IntPtr ptrFace = getFaceImage(hHandle, ref nFace); //the pointer of face image
IntPtr ptrCard = getCardImage(hHandle, ref nCardImg); //the pointer of card image
```

You can refer to our **demo project** to check these codes in action.