



**accurascan**

# ASP.NET FaceMatch 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
Faceengine.dll	bin
asp-facematch.dll	bin
asp-facematch.dll.config	bin
asp-facematch.pdb	bin
accuraface.license	db

## 2. Import DLL files

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

```
[DllImport(@"FaceEngine.dll", CallingConvention = CallingConvention.Cdecl,  
CharSet = CharSet.Ansi)]  
public static extern Int32 StartEngine(string path);  
  
[DllImport(@"FaceEngine.dll", CallingConvention =  
C CallingConvention.Cdecl)]  
public static extern Int32 InitEngine();  
  
[DllImport(@"FaceEngine.dll", CallingConvention =  
C CallingConvention.Cdecl)]  
public static extern Int32 CloseEngine();  
  
[DllImport(@"FaceEngine.dll", CallingConvention =  
C CallingConvention.Cdecl)]
```

```
private static extern unsafe Int32 DetectFace(byte[] pImgRGBBuff, int
iWidth, int iHeight, ref Int32 pcount, SFace* pfaces, float[] pFeatureBuf,
byte[] pImgOutBuff, ref Int32 pOutWidth, ref Int32 pOutHeight);

[DllImport(@"FaceEngine.dll", CallingConvention =
CallingConvention.Cdecl)]
public static extern double GetSimilarity(float[] pFeatureBuf1, float[]
pFeatureBuf2);
```

### **3. File Validations**

- a. File Must be less than 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 match.aspx file as below.

```
string license =
HttpContext.Current.Server.MapPath("~/db/accuraface.license");
```

### **5. Open and Read from License files**

```
//open the database files
System.IO.Stream license_is = OpenFile(license);

byte[] bylicense = new byte[license_is.Length];

//read the database files as byte array
license_is.Read(bylicense, 0, (int)license_is.Length);

//close files

license_is.Close();
```

## 6. Initialize FaceMatch Engine

```
int aaa = InitEngine();
```

## 7. Face Detection Method

This method is used to detect a face on selected image. Use this method on image 1 and image 2 to get faces from both images.

```
DetectFaces(bmp2.GetBuffer(), bmp2.GetWidth(), bmp2.GetHeight(), ref  
count2, ref face2, pFeature2, outImg, ref outWidth, ref outHeight);
```

## 8. Get Match Score

Once you have both faces from 2 images call below method and pass faces returned from `DetectFaces` method

```
double score = GetSimilarity(pFeature1, pFeature2);
```

You can refer to our [demo project](#) to check these codes in action.