Griaule Biometrics

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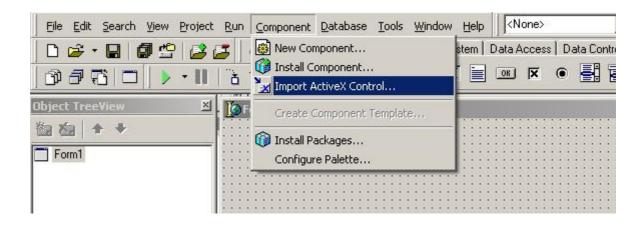
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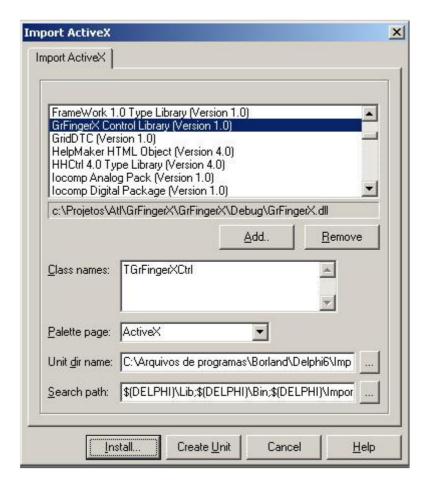
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Book-Understanding Biometrics Fingerprint SDK 2009 Developer's Manual **Manual Conventions Getting Started** Installing the SDK Using the SDK Fingerprint SDK DLL Prerequisites Fingerprint SDK ActiveX Prerequisites Microsoft Visual Basic 6 Microsoft Visual Studio 2003/2005 Delphi 6/7 Microsoft Visual FoxPro 8 Fingerprint SDK Java Prerequisites Fingerprint SDK Based Applications Overview Fingerprint Image Format **Color Coding Format Contexts** Thresholds and Rotation Tolerance Splash Screen, Advertisement Banner and Encrypted Images Deploying a Fingerprint SDK Based Application Programming Reference Guide Frequently Asked Questions **Troubleshooting** Fingerprint Readers Installation Fingerprint SDK Java Griaule AFIS 1.0.9 Developer's Manual Griaule WSQ 1.1 Developer's Manual ICAO Face 2008 SDK Developer's Manual **REX Quick Start Guide** User Manual for Biometric Network Logon User Manual for GrFinger Desktop Identity User Manual for GrFinger Desktop Login User Manual for REX Device **User Manual for REX Identity** User Manual for REX2006 SDK

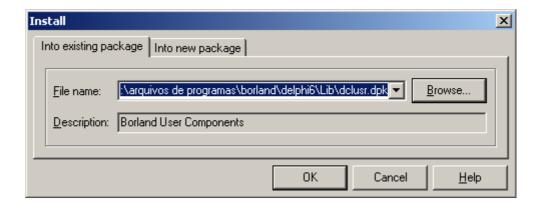
1. Go to Component -> Import ActiveX Control...;



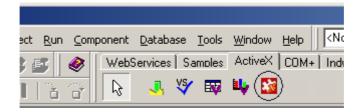
2. Select the GrFingerX Control Library in the component list and click the Install... button;



3. Click the **OK** button. If a dialog box asks to install the package, click **Yes**;



- 4. A project with the Fingerprint SDK ActiveX library will be opened. Don't modify it, just close the project:
- 5. The Fingerprint SDK ActiveX component will be added to the Component Palette.



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