

# Documentation for FaceMatch SDK IOS Obj-C Project

## Using Demo Project

1. SDK with Demo project is already setup and can be used directly
2. Keep accuraface.license file in "License" folder. Don't remove it
3. You can generate license key from your "Developer Account"
4. Important. Don't delete "License" folder, Don't change Bundle ID
5. Important. Copy FrameWork AccuraFace.a to /CodeScan/Accurascan/FrameWork folder
6. You have to copy FaceMatch folder CodeScan/AccuraScan
7. you have to copy model1.dat and model2.dat folder /CodeScan/AccuraScan/External
8. Refer to Integration Guide below

- 1) First create "FaceMatch" folder under CodeScan/AccuraScan and copy all files from demo app
- 2) Create "Framework" folder under CodeScan/AccuraScan/FrameWork and copy AccuraFace.a files from demo app
- 3) Declare camera access by adding the `NSCameraUsageDescription` key to the `Info.plist` along with usage description string
- 4) One important point is accuraface.license file. You need to add accuraface.license file in "License" folder. That file is depends on project package name.
- 5) Follow that "FaceMatchViewController.swift" class. (CodeScan/Controllers/UIViewControllers)
- 6) Any questions /support please write to [connect@accurascan.com](mailto:connect@accurascan.com)

## Integration steps :

1. First init EngineWrapper class

`EngineWrapper.isEngineInit()`

2. Check init status EngineWrapper Class

`EngineWrapper.getEngineInitValue()`

status code:

-20 = key not found

-15 = License Invalid

### **3. This code using get face from selcet image**

```
let faceRegion = EngineWrapper.detectSourceFaces(selectImage)
```

### **4.Find Match score**

```
let face2 = EngineWrapper.detectTargetFaces(faceImage2, feature1: faceRegion!.feature)
```

```
let fm_Score = EngineWrapper.identify(faceRegion!.feature, featurebuff2:face2!.feature
```