



.NET Programming Manual for FDx SDK Pro for Windows

For applications using SecuGen® fingerprint readers

SG1-0030B-019 (Last updated: 5/30/2024)

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Chapter 1. Overview

FDx SDK Pro provides .NET assemblies for .NET developers to use SecuGen technology in .NET and .NET framework:

- SecuGen.FDxSDKPro.DotNet.Windows.dll for .NET 6 or higher
- SecuGen.FDxSDKPro.Windows.dll for .NET Framework

Programming with SecuGen's .NET library is easy. The inclusion of fingerprint reader control, extraction, and matching algorithms in the SDK allows programmers to build biometric applications quickly and easily. All fingerprint functions provided by the SDK are called through **SecuGen.FDxSDKPro.Windows.dll** or **SecuGen.FDxSDKPro.DotNet.Windows.dll** and are accessed through the **SGFingerPrintManager** class.

1.1. System Requirements¹

Developer's Environment (Windows)

- Windows 11, 10, 8.1, 8, 7 SP1 / Vista SP2 / XP, Windows Server 2019 / 2016 / 2012 / 2008 R2 SP1
- .NET Framework SDK 4.0 or above
- .NET 6 or higher
- Visual Studio 2015 or higher recommended
(Visual Studio 2022 for .NET 6 or higher)

Run-time Environment (Windows)

- Windows 11, 10, 8.1, 8, 7 SP1/ Vista SP2 / XP
Windows Server 2022, 2019 / 2016 / 2012 / 2008 R2 SP1
- .NET Framework 4.0 or above
- .NET 6 or higher
- Visual studio 2015 runtimes

SecuGen USB readers capture and digitize fingerprint images. The host system then retrieves the image through its USB port for subsequent processing. All SecuGen USB readers, except for those based on FDU01 sensors, are supported in this SDK.

SecuGen Bluetooth Fingerprint Readers capture and digitize fingerprint images. While the host system is capable of retrieving the image wirelessly for subsequent processing, it is recommended to process the image within the Bluetooth device before transmitting to the host. This is because a fingerprint image has a larger data size compared to a fingerprint template. All SecuGen Bluetooth readers are supported in this SDK.

1.2. Assemblies

| | |
|-----------------|---|
| .NET: | SecuGen.FDxSDKPro.DotNet.Windows.dll |
| .NET Framework: | SecuGen.FDxSDKPro.Windows.dll |

¹ U20-ASF-BT (BLE) devices will work only with Windows 10 or higher.

1.3. Namespaces

This namespace contains the SecuGen Fingerprint Management class.

SecuGen.FDxSDKPro.Windows

1.4. Runtime files

The SecuGen .NET Library² calls sgfplib.dll. To distribute or execute a .NET application using the SecuGen .NET Library, the following files are required.

- sgfplib.dll Main module
- sgfpamx.dll Fingerprint algorithm module for extraction & matching (MINEX Certified)
- sgwsqlib.dll WSQ module
- sgfdusda.dll (optional) Module for U20-ASF-BT (Bluetooth SPP and BLE) devices
- sgbledev.dll (optional) Module for U20-ASF-BT (Bluetooth BLE) devices

If a .NET application is 32-bit, the 32-bit versions of the dlls above are required, regardless of Windows systems.

Note that Visual Studio 2015 runtimes may need to be installed.

For more information, refer to the separate document ***FDx SDK Pro Programming Manual***.

² SecuGen.FDxSDKPro.DotNet.Windows.dll or SecuGen.FDxSDKPro.Windows.dll

Chapter 2. Programming

All SDK functions are implemented as members of the **SGFingerprintManager** class. This chapter explains how to use the **SGFingerprintManager** class to integrate SecuGen fingerprint technology into .NET applications.

2.1. Creating SGFingerprintManager Object

To use the SecuGen .NET component, the **SGFingerprintManager** object must first be instantiated. This is done by calling the **SGFingerprintManager()** constructor.

```
[C#]
    private SGFingerprintManager m_FPM; //member variable
    ...
    m_FPM = new SGFingerprintManager();
```

```
[VB.NET]
    Dim m_FPM As SGFingerprintManager 'member variable
    ...
    m_FPM = New SGFingerprintManager()
```

2.2. Initializing SGFingerprintManager Object

If an **SGFingerprintManager** object is created, it should be initialized using **Init(SGFPMDeviceName devName)** or **Init(Int32 width, Int32 height, Int32 dpi)**. **Init(SGFPMDeviceName devName)** takes the device name, loads the driver that corresponds to the device name, and initializes the fingerprint algorithm module based on device information. **Init (Int32 imageWidth, Int32 imageHeight, Int32 dpi)** takes image information to initialize fingerprint algorithm module. It does not load device driver.

- **Initialilize SGFingerprintManage with device name**

The **Init(SGFPMDeviceName devName)** function takes a device name as a parameter. Based on the device name, **SGFingerprintManager** loads the required device driver module and initializes the extraction and matching modules based on device information. The following table summarizes the relationships among Device Type, Device Name, loaded Device Driver, and initial Image Size when the **Init(SGFPMDeviceName devName)** function is called.

| Device Name | Device Sensor Type / USB Driver | Value | Image Size (pixels) |
|--------------------------------|---------------------------------|-------|---------------------|
| SGFPMDeviceName.DEV_FDU02 | FDU02 | 3 | 260*300 |
| SGFPMDeviceName.DEV_FDU03 | FDU03 / SDU03 | 4 | 260*300 |
| SGFPMDeviceName.DEV_FDU04 | FDU04 / SDU04 | 5 | 258*336 |
| SGFPMDeviceName.DEV_FDU05 | U20 | 6 | 300*400 |
| SGFPMDeviceName.DEV_FDU06 | UPx | 7 | 260*300 |
| SGFPMDeviceName.DEV_FDU06AP | UPx-AP | 22 | 300*400 |
| SGFPMDeviceName.DEV_FDU07 | U10 | 8 | 252*330 |
| SGFPMDeviceName.DEV_FDU08 | U20-A | 10 | 300*400 |
| SGFPMDeviceName.DEV_FDU08A | U20-AP | 17 | 300*400 |
| SGFPMDeviceName.DEV_FDU08AL | U20-AL | 23 | 300*400 |
| SGFPMDeviceName.DEV_FDU09A | U30 | 18 | 400*500 |
| SGFPMDeviceName.DEV_FDU10A | U-AIR | 19 | 500*700 |
| SGFPMDeviceName.DEV_FDUSDA | U20-ASF-BT (SPP) | 13 | 300*400 |
| SGFPMDeviceName.DEV_FDUSDA_BLE | U20-ASF-BT (BLE) | 14 | 300*400 |

[C#]

```
private SGFingerprintManager m_FPM;          //member variable
...
SGFPMDeviceName device_name = SGFPMDeviceName.DEV_FDU05;
m_FPM = new SGFingerprintManager(device_name);
```

[VB.NET]

```
Dim m_FPM As SGFingerprintManager           'member variable
...
Dim device_name As SGFPMDeviceName
device_name = SGFPMDeviceName.DEV_FDU05

m_FPM = New SGFINGERPRINTMANAGER(device_name)
```

- **Initialize SGFingerprintManager without device**

In some applications, you may need to use the **SGFingerprintManager** class without a SecuGen reader installed on the system. In this case, you can use the overload **InitEx³ (Int32 imageWidth, Int32 imageHeight, Int32 dpi, String *licenseFilePath)**. It takes image width, image height, resolution and the path to a license file as parameters. If this function is called for initializing **SGFingerprintManager**, the **SGFingerprintManager** class does not load the device driver.

[C#]

```
private SGFingerprintManager m_FPM;          //member variable
...
Int32 image_width = 300;
Int32 image_height = 400;
Int32 image_dpi = 500;
String pathToLicense = "license.dat";
```

³ InitEx() is no longer supported.

```
m_FPM = new SGFingerPrintManager();
err = m_FPM.InitEx2(image_width, image_height, image_dpi, pathToLicense);
```

[VB.NET]

```
Dim m_FPM As SGFingerPrintManager      'member variable
...
Dim image_width As Int32
Dim image_height As Int32
Dim image_dpi As Int32
Dim pathToLicense As String

image_width = 300
image_height = 400
image_dpi = 500
pathToLicense = "license.dat"
m_FPM = New SGFingerPrintManager()
err = m_FPM.InitEx2(image_width, image_height, image_dpi, pathToLicense)
```

2.3. Opening the SecuGen Fingerprint Reader

To use a SecuGen fingerprint reader, the reader must first be initialized by calling the **OpenDevice()** method. The **portAddr** parameter can have different meanings depending on which type of fingerprint reader is used.

For USB readers, **portAddr** represents the device ID. If only one USB fingerprint reader is connected to the PC, the device ID will have the value 0. If multiple USB fingerprint readers are connected to one PC, **portAddr** can range from 0 to 9. The maximum number of SecuGen USB readers that can be connected to one PC is 10.

If portAddr is **0 (AUTO_DETECT)**, the device driver will find the port address automatically.

For Serial readers such as U20-ASF-BT (SPP), portAddr is a com port.

For U20-ASF-BT (BLE) devices, the **OpenDevice(string)** method should be called with the device ID string, which can be retrieved by calling the **FindDevices()** method.

In general, if only one USB reader is connected to the PC, then **SGFMPortAddr.USB_AUTO_DETECT** is recommended.

USB Readers: Values used in PortAddr parameter

| PortAddr | Value | Description |
|------------------------------|-------|-----------------------------|
| SGFMPortAddr.USB_AUTO_DETECT | 0x255 | Detect device automatically |
| 0 – 9 | 0 – 9 | Device ID 0 – 9 |

[C#]

```

Int32 port_addr;
...
port_addr = SGFPMPortAddr.USB_AUTO_DETECT;

iError = m_FPM.OpenDevice(port_addr);
if (iError == (Int32)SGFPMError.ERROR_NONE)
    StatusBar.Text = "Initialization Success";
else
    StatusBar.Text = "OpenDevice() Error : " + iError;

```

[VB.NET]

```

Dim port_addr As Int32

port_addr = SGFPMPortAddr.USB_AUTO_DETECT;
iError = m_FPM.OpenDevice(port_addr)

If (iError = SGFPMError.ERROR_NONE) Then
    StatusBar.Text = "Initialization Success"
Else
    StatusBar.Text = "OpenDevice() Error : " + Convert.ToString(iError)
End If

```

2.4. Getting Device Information

Device information can be retrieved by calling the **GetDeviceInfo()** method, which obtains required device information such as image height and width.

[C#]

```

SGFPMDeviceInfoParam pInfo = new SGFPMDeviceInfoParam();
pInfo = new SGFPMDeviceInfoParam ();
Int32 iError = m_FPM.GetDeviceInfo(pInfo);

if (iError == (Int32)SGFPMError.ERROR_NONE)
{
    // This should be done GetDeviceInfo();
    m_ImageWidth = pInfo.ImageWidth;
    m_ImageHeight = pInfo.ImageHeight;
}

```

[VB.NET]

```

Dim pInfo As SGFPMDeviceInfoParam
Dim iError As Int32

pInfo = New SGFPMDeviceInfoParam
iError = m_FPM.GetDeviceInfo(pInfo)

If (iError = SGFPMError.ERROR_NONE) Then
    m_ImageWidth = pInfo.ImageWidth
    m_ImageHeight = pInfo.ImageHeight
End If

```

For U20-ASF-BT (BLE) devices, the **FindDevices()** method can be used to get the property of devices

such as name and ID string. To cancel finding devices, the `CancelFind()` method can be called.

[C#]

```
void FindDevices(SGFingerprintManager fpm) {
    uint ndevs = 0;
    uint timeout = 10000; // 10 seconds, millisecond

    int res = fpm.FindDevices(ref ndevs, timeout);
    Assert.IsTrue(res == (int)SGFPMErrors.ERROR_NONE);

    Console.WriteLine("{0} device(s) found.", ndevs);
    if (ndevs > 0) {
        SGFPMDDeviceInfo devInfo = new SGFPMDDeviceInfo();
        for (int i = 0; i != ndevs; i++) {
            res = fpm.GetDeviceInfoFound(i, devInfo);
            string name = new string(devInfo.ID);
            string id = new string(devInfo.Name);
            Console.WriteLine("Name: {0}, ID: {1}", name, id);
        }
    }
}
```

2.5. Capturing a Fingerprint Image⁴

After the reader is initialized, a fingerprint image can be captured using the **GetImage()** method. The captured fingerprint is a 256 gray-level image, and image width and height can be retrieved using the **GetDeviceInfo()** method. The image buffer should be allocated by the host application before calling this **GetImage()** method. There are 2 types of image capturing functions-**GetImage()** and **GetImageEx()**.

GetImage() captures one image without additional requirements. But If **GetImage()** needs to be called multiple times, it is recommended to call **BeginGetImage()** before and **EndGetImage()** after the series of calls for **GetImage()**. This will allow **GetImage()** to run faster if the device, such as U-Air, supports these two functions. For more information, please review the MatchingUAIR sample code.

GetImageEx() captures fingerprint images continuously, checks the image quality against a specified quality value, and ignores the image if it does not contain a fingerprint or if the quality of the fingerprint is not acceptable. If a quality image is captured within the given time (the second parameter), **GetImageEx()** ends its processing.

- **GetImage() Example**

[C#]

```
Byte[] fp_image = new Byte[m_ImageWidth*m_ImageHeight];

Int32 iError;
iError = m_FPM.GetImage(fp_image);

if (iError == (Int32)SGFPMErrors.ERROR_NONE)
{
```

⁴ For Bluetooth devices, the method **CreateTemplateDev()** is preferred over capturing images because it can take a long time to wirelessly transmit an image (large data size) compared to a template (small data size).

```

        DrawImage(fp_image, pictureBox1 );
    }
    else
        StatusBar.Text = "GetImage() Error : " + iError;

```

[VB.NET]

```

Dim fp_image() As Byte
Dim iError As Int32

ReDim fp_image(m_ImageWidth * m_ImageHeight)
iError = m_FPM.GetImage(fp_image)

If (iError = SGFPMError.ERROR_NONE) Then
    DrawImage(fp_image, pictureBox1)
Else
    StatusBar.Text = "GetImage() Error : " + Convert.ToString(iError)
End If

```

- **GetImageEx() Example**

[C#]

```

Int32 iError;
Int32 timeout = 10000;
Int32 quality = 80;

Byte[] fp_image = new Byte[m_ImageWidth*m_ImageHeight];

iError = m_FPM.GetImageEx(fp_image, timeout, this.pictureBox1.Handle.ToInt32(),
quality);

```

[VB.NET]

```

Dim fp_image() As Byte
Dim iError As Int32
Dim timeout As Int32
Dim quality As Int32

ReDim fp_image(m_ImageWidth * m_ImageHeight)

timeout = 10000
quality = 80

iError = m_FPM.GetLiveEx(fp_image, timeout, pictureBox1.Handle.ToInt32(), quality)

If (iError = SGFPMError.ERROR_NONE) Then
    '
Else
    StatusBar.Text = "GetImage() Error : " + Convert.ToString(iError)
End If

```

- **CreateTemplateDev() Example (U20-ASF-BT only)**

[C#]

```

void CreateTemplateDev() {
    // see what template format is.

```

```

int templateFormat = 0;
int res = _fpm.GetTemplateFormatDev(ref templateFormat);
Assert.IsTrue(res == (int)SGFPMErrors.ERROR_NONE);

// capture a fingerprint and create a template
int sizeTemplate = 0;
res = _fpm.CreateTemplateDev(ref sizeTemplate);
Assert.IsTrue(res == (int)SGFPMErrors.ERROR_NONE);

// get a template
byte[] min = new byte[sizeTemplate];
res = _fpm.GetTemplateDev(min);
Assert.IsTrue(res == (int)SGFPMErrors.ERROR_NONE);

// save it
SaveTemplate(min, templateFormat);
}

```

2.6. Getting Image Quality

To determine the fingerprint image quality, you can use **GetImageQuality()**. **GetImageQuality** checks both image quality and minutiae quality. Alternatively, **GetLastImageQuality()**⁵ can be used as a simple and fast way to check the quality of the last image captured from the device.

[C#]

```

m_FPM.GetImageQuality(m_ImageWidth, m_ImageHeight, fp_image, ref img_qlty);
if (img_qlty < 80)
    // Capture again

```

[VB.NET]

```

m_FPM.GetImageQuality(m_ImageWidth, m_ImageHeight, fp_image, img_qlty)
If img_qlty < 80 then
    ' Capture again

```

2.7. Controlling Brightness

Depending on the fingerprint reader used, environmental factors, and the specifications of the host system, the brightness of a fingerprint image may vary. To improve the quality of a captured image, the image brightness should be adjusted by controlling the brightness setting of the reader using **Configure()** or **SetBrightness()**. Using **Configure()** presents a built-in dialog box in the driver from which the user can easily adjust brightness and receive instant feedback from the fingerprint image displayed. **SetBrightness()** can also be used to control brightness of the reader. Brightness default values vary among the different types of SecuGen readers.

- **SetBrightness () Example**

[C#]

```

iError = m_FPM.SetBrightness(70);

```

⁵ It depends on the device. Not all devices support this function. The return value should be checked.

```
[VB.NET]
    iError = m_FPM.SetBrightness(70)
```

- **Configure() Example**

```
[C#]
    iError = m_FPM.Configure();
```

```
[VB.NET]
    iError = m_FPM.Configure()
```

2.8. Creating a Template⁶

To register or verify a fingerprint, a fingerprint image is first captured, and then feature data (minutiae) is extracted from the image into **a template**. Minutiae are the unique core points near the center of every fingerprint, such as ridges, ridge endings, bifurcations, valleys, and whorls.

Use **CreateTemplate()** to extract minutiae from a fingerprint image to form a template. The buffer should be assigned by the application. To get the buffer size of the minutiae, call **GetMaxTemplateSize()**. It will return the maximum buffer size for data in one template. The actual template size can be obtained by calling **GetTemplateSize()** after the template is created. The **CreateTemplate()** API creates only one set of data from an image.

Note: Templates having the ANSI378, ISO19794-2, or ISO19794-2 compact⁷ card formats may be merged. For more information about template formats and merging formats, refer to the following Sections:

[Section 2.14 Template Format](#)

[Section 2.15 Manipulating ANSI378, ISO19794-2, and ISO19794-2 Compact Templates](#)

```
[C#]
    Byte[] fp_image = new Byte[m_ImageWidth*m_ImageHeight];
    Int32 iError = m_FPM.GetImage(fp_image);

    iError = m_FPM.CreateTemplate(fp_image, m_RegMin1);
```

```
[VB.NET]
    Dim fp_image() As Byte

    ReDim fp_image(m_ImageWidth * m_ImageHeight)

    iError = m_FPM.GetImage(fp_image)
    iError = m_FPM.CreateTemplate (fp_image, m_RegMin1)
```

When a template is created, template information such as fingerprint position and view number can be inserted into a template. To insert a template information, use **CreateTemplate(SGFPMFingerInfo* fingerInfo, Byte rawImage[], Byte minTemplate[])**

```
[C#]
```

⁶ For Bluetooth devices, the **CreateTemplateDev()** method is preferred over **GetImage()** because it can take a long time to wirelessly transmit an image (large data size) compared to a template (small data size).

⁷ For Bluetooth devices, the ISO19794-2 compact format is not supported.

```

SGFPMFingerInfo finger_info = new SGFPMFingerInfo();
finger_info.FingerNumber = SGFPMFingerPosition.FINGPOS_RT;
finger_info.ImageQuality = (Int16)img_qlty;
finger_info.ImpressionType = (Int16)SGFPMImpressionType.IMPTYPE_LP;
finger_info.ViewNumber = 0;

error = m_FPM.CreateTemplate(finger_info, fp_image, m_RegMin2);

```

2.9. Matching Templates

Templates are matched during both registration and verification processes. During registration, it is recommended to capture at least two image samples per fingerprint for a higher degree of accuracy. The minutiae data from each image sample can then be compared against each other (i.e. matched) to confirm the quality of the registered fingerprints. This comparison is analogous to a password confirmation routine that is commonly required for entering a new password.

During verification, newly input minutiae data is compared against registered minutiae data. Similar to the registration process, verification requires the capture of a fingerprint image followed by extraction of the minutiae data from the captured image into a template. The security level can be adjusted according to the type of application. For example, the security level for an application using fingerprint-only authentication can be set higher than **SGFPMSecurityLevel.Normal** to reduce false acceptance (FAR).

To match templates, the FDx SDK Pro provides four kinds of matching functions. Each function requires two sets of template data for matching.

- **MatchTemplate()**: This function matches templates having the same format as the default format. When calling this function, each template should include only one sample (or view) per template. The default format is SG400 (SecuGen proprietary format) but can be changed by calling **SetTemplateFormat()**. For more information about template formats, refer to [Section 2.14 Template Format](#).
- **MatchTemplateEx()**: This function can match templates having different template formats. This function can also specify the template format for each template and can match templates that have multiple views per template.
- **MatchAnsiTemplate()**: This function is the same as **MatchTemplateEx()** except that it supports only ANSI378 templates.
- **MatchIsoCompactTemplate()**: This function is the same as **MatchTemplateEx()** except that it supports only ISO19794-2 compact card templates.

| Function | Template Format | Can match templates with different formats? |
|-------------------------|---------------------------|---|
| MatchTemplate | SG400 (System default) | No |
| MatchTemplateEx | Specified template format | Yes |
| MatchAnsiTemplate | ANSI378 | No |
| MatchIsoTemplate | ISO19794-2 | No |
| MatchIsoCompactTemplate | ISO19794-2 compact format | No |

- **MatchTemplate() Example**

```

[C#]
Int32 iError;
bool matched = false;
SGFPMSecurityLevel secu_level = SGFPMSecurityLevel.Normal;    // Adjust this

```

value according to application type

```
iError = m_FPM.MatchTemplate(m_RegMin1, m_RegMin2, secu_level, ref matched);
```

[VB.NET]

```
Dim iError As Int32
Dim matched As Boolean
Dim secu_level As SGFPMSecurityLevel

secu_level = SGFPMSecurityLevel.Normal
iError = m_FPM.MatchTemplate(m_RegMin1, m_RegMin2, secu_level, matched)
```

• MatchAnsiTemplate () Example

[C#]

```
Int32 iError;
bool matched = false;
SGFPMSecurityLevel secu_level = SGFPMSecurityLevel.Normal;    // Adjust this
value according to application type

iError = m_FPM.MatchAnsiTemplate(m_RegMin1, 0, m_RegMin2, 0, secu_level, ref
matched);
```

[VB.NET]

```
Dim iError As Int32
Dim matched As Boolean
Dim secu_level As SGFPMSecurityLevel

secu_level = SGFPMSecurityLevel.Normal 'Adjust this value according to
application type

iError = m_FPM.MatchAnsiTemplate(m_RegMin1, 0, m_RegMin2, 0, secu_level, matched)
```

• MatchTemplateEx() Example

[C#]

```
Int32 iError;
bool matched = false;
SGFPMSecurityLevel secu_level = SGFPMSecurityLevel.Normal;    // Adjust this
value according to application type

iError = m_FPM.MatchTemplateEx(m_RegMin1, SGFPMTemplateFormat.SG400, 0, m_RegMin2,
SGFPMTemplateFormat.ANSI378, 0, secu_level, ref matched);
```

[VB.NET]

```
Dim iError As Int32
Dim matched As Boolean
Dim secu_level As SGFPMSecurityLevel

secu_level = SGFPMSecurityLevel.Normal 'Adjust this value according to
application type
iError = m_FPM.MatchTemplateEx(m_RegMin1, SGFPMTemplateFormat.SG400, 0, m_RegMin2,
SGFPMTemplateFormat.ANSI378, 0, secu_level, matched)
```

2.10. Registration process

To register a fingerprint, a fingerprint image is first captured, and then feature data (minutiae) is extracted from the image into a template. It is recommended to capture at least two image samples per fingerprint for a higher degree of accuracy. The minutiae data from each image can then be compared against each other (i.e. matched) to confirm the quality of the registered fingerprints. This comparison is analogous to a password confirmation routine that is commonly required for entering a new password.

Overview of Registration Process

1. Capture fingerprint images: **GetImage()** or **GetImageEx()**
2. Extract minutiae from each captured fingerprint image: **CreateTemplate()**
3. Match each template to determine if they are acceptable for registration: **MatchTemplate()**
4. Save templates to file or database for future use

Example: Using two fingerprint images to register one fingerprint

[C#]

```

Int32 max_template_size = 0;
m_FPM.GetMaxTemplateSize(ref max_template_size);

Byte[] m_RegMin1 = new Byte[max_template_size];
Byte[] m_RegMin2 = new Byte[max_template_size];
Byte[] fp_image = new Byte[m_ImageWidth*m_ImageHeight];

// Get 1st sample
m_FPM.GetImage(fp_image);
m_FPM.CreateTemplate(fp_image, m_RegMin1);

// Get 2nd sample
iError = m_FPM.GetImage(fp_image);
iError = m_FPM.CreateTemplate(fp_image, m_RegMin2);

// Match for registration
bool matched = false;
SGFPMSecurityLevel secu_level = SGFPMSecurityLevel.Normal;

iError = m_FPM.MatchTemplate(m_RegMin1, m_RegMin2, secu_level, ref matched);

// if matched, save minutiae data to file or database

```

[VB.NET]

```

Dim max_template_size As Int32
Dim fp_image() As Byte
Dim matched As Boolean
Dim secu_level As SGFPMSecurityLevel

ReDim fp_image(m_ImageWidth * m_ImageHeight)

'Get 1st sample
m_FPM.GetImage(fp_image)
m_FPM.CreateTemplate(fp_image, m_RegMin1)

```

```

` Get 2nd sample
m_FPM.GetImage(fp_image)
m_FPM.CreateTemplate(fp_image, m_RegMin2)

`Match for registration
secu_level = SGFPMSecurityLevel.Normal

m_FPM.MatchTemplate(m_RegMin1, m_RegMin2, secu_level, matched)

```

2.11. Verification Process

The verification process involves matching newly input minutiae data against registered minutiae data. Similar to the registration process, verification requires the capture of a fingerprint image followed by extraction of the minutiae data from the captured image into a template.

Overview of Verification Process

1. Capture fingerprint image: **GetImage()** or **GetImageEx()**
2. Extract minutiae data from captured image: **CreateTemplate()**
3. Match newly made template against registered templates: **MatchTemplate()**, **MatchTemplateEx()**, **MatchAnsiTemplate()**, **MatchIsoTemplate()**, or **MatchIsoCompactTemplate()**
 - Adjust the security level according to the type of application. For example, if fingerprint-only authentication is used, the security level can be set higher than **SGFPMSecurityLevel.Normal** to reduce false acceptance (FAR).

Example: Input minutiae data is matched against two registered minutiae data samples

```

[C#]
Int32 iError;
Byte[] fp_image = new Byte[m_ImageWidth*m_ImageHeight];
SGFPMSecurityLevel secu_level = SGFPMSecurityLevel.Normal; // Adjust this value
according to application type
bool matched1 = false;
bool matched2 = false;

//Step 1: Capture Image
m_FPM.GetImage(fp_image);

// Step 2: Create Template
m_FPM.CreateTemplate(fp_image, m_VrfMin);

// Step 3: Match for verificatation against registered template- m_RegMin1,
m_RegMin2
iError = m_FPM.MatchTemplate(m_RegMin1, m_VrfMin, secu_level, ref matched1);
iError = m_FPM.MatchTemplate(m_RegMin2, m_VrfMin, secu_level, ref matched2);

if (iError == (Int32)SGFPMError.ERROR_NONE)
{
    if (matched1 & matched2)
        StatusBar.Text = "Verification Success";
}

```



```

        else
            StatusBar.Text = "Verification Failed";
        }
    else
        StatusBar.Text = "MatchTemplate() Error : " + iError;
    }
}

```

[VB.NET]

```

Dim iError As Int32
Dim fp_image() As Byte
Dim matched1 As Boolean
Dim matched2 As Boolean
Dim secu_level As SGFPMSecurityLevel

ReDim fp_image(m_ImageWidth * m_ImageHeight)

'Step 1: Capture Image
iError = m_FPM.GetImage(fp_image)

'Step 2: Create Template
iError = m_FPM.CreateTemplate(fp_image, m_VrfMin)

' Step 3: Match for verificatation against registered template- m_RegMin1,
m_RegMin2
secu_level = SGFPMSecurityLevel.Normal 'Adjust this value according to
application type
iError = m_FPM.MatchTemplate(m_RegMin1, m_VrfMin, secu_level, matched1)
iError = m_FPM.MatchTemplate(m_RegMin2, m_VrfMin, secu_level, matched2)

If (iError = SGFPMError.ERROR_NONE) Then
    If (matched1 And matched2) Then
        StatusBar.Text = "Verification Success"
    Else
        StatusBar.Text = "Verification Failed"
    End If
Else
    StatusBar.Text = "MatchTemplate() Error : " + Convert.ToString(iError)
End If

```

2.12. Getting Matching Score

For improved quality control during the registration or verification process, a matching score can be used instead of a security level setting to determine the success of the operation. The matching score can be specified so that only sets of minutiae data that exceed the score will be accepted; data below the score will be rejected. The matching score may have a value from 0 to 199. **GetMatchingScore()** requires two sets of minutiae data of the same template format. **GetMatchingScoreEx()** requires two sets of minutiae data, but they can take different template formats. For more information about template formats, refer to [Section 2.14 Template Format](#). For more information about **GetMatchingScoreEx()**, refer to Section 3.1.2.4 Matching Functions.

[C#]

```

Int32 match_score = 0;
m_FPM.GetMatchingScore(m_RegMin1, m_RegMin2, ref match_score);

```

[VB.NET]

```
Dim match_score As Int32
match_score = 0
m_FPM.GetMatchingScore(m_RegMin1, m_RegMin2, match_score)
```

To understand how the matching score correlates with typical security levels, refer to the following chart. For more information about security levels, refer to Section 3.1.2.4 Matching Functions.

Security Level vs. Matching Score

| SGFPMSecurityLevel | Value | Matching Score |
|--------------------|-------|----------------|
| NONE | 0 | 0 |
| LOWEST | 1 | 30 |
| LOWER | 2 | 50 |
| LOW | 3 | 60 |
| BELOW_NORMAL | 4 | 70 |
| NORMAL | 5 | 80 |
| ABOVE_NORMAL | 6 | 90 |
| HIGH | 7 | 100 |
| HIGHER | 8 | 120 |
| HIGHEST | 9 | 140 |

Note: As of version 3.81 of FDx SDK Pro, the Matching Scores have changed.

2.13. Using Auto-On™

Auto-On™ is a function that allows the reader to automatically detect the presence of a finger without requiring the user to prompt the system before receiving a fingerprint. To use this function, Auto-On should be enabled using **EnableAutoOnEvent()**. Once Auto-On is enabled, the application can receive a message from the device driver whenever an Auto-On event occurs in the reader.

When calling **EnableAutoOnEvent()**, pass the handle of the window which will receive the Auto-On message. The Auto-On message is defined as 0x8100 (FDxMessage.DEV_AUTOONEVENT).

Note: Auto-On is not supported by FDU02-based readers.

- **Enabling Auto-On**

[C#]

```
m_FPM.EnableAutoOnEvent(true, (int)this.Handle);
```

[VB.NET]

```
m_FPM.EnableAutoOnEvent(True, Me.Handle.ToInt32())
```

- **Disabling Auto-On**

[C#]

```
m_FPM.EnableAutoOnEvent(false, 0);
```

[VB.NET]

```
m_FPM.EnableAutoOnEvent(False, 0)
```

- **Handling Auto-On event in application**

[C#]

```
protected override void WndProc(ref Message message)
{
    if (message.Msg == (int)SGFPMMessages.DEV_AUTOONEVENT)
    {
        if (message.WParam.ToInt32() == (Int32)SGFPMAutoOnEvent.FINGER_ON)
            StatusBar.Text = "Device Message: Finger On";
        else if (message.WParam.ToInt32() == (Int32)SGFPMAutoOnEvent.FINGER_OFF)
            StatusBar.Text = "Device Message: Finger Off";
    }
    base.WndProc(ref message);
}
```

[VB.NET]

```
Protected Overrides Sub WndProc(ByRef msg As Message)
    If (msg.Msg = SGFPMMessages.DEV_AUTOONEVENT) Then
        If (msg.WParam.ToInt32() = SGFPMAutoOnEvent.FINGER_ON) Then
            StatusBar.Text = "Device Message: Finger On"
        ElseIf (msg.WParam.ToInt32() = SGFPMAutoOnEvent.FINGER_OFF) Then
            StatusBar.Text = "Device Message: Finger Off"
        End If
    End If

    MyBase.WndProc(msg)
End Sub
```

2.14. Template Format

The FDx SDK Pro supports four types of fingerprint template formats:

- **SG400:** SecuGen's proprietary template format
- **ANSI378:** ANSI-INCITS 378-2004 "Finger Minutiae Format for Data Exchange"
- **ISO19794-2:** ISO/IEC 19794-2:2005 "Biometric Data Interchange Formats – Part 2: Finger Minutiae Data"
- **ISO19794-2 Compact⁸:** ISO/IEC 19794-2:2005 "Biometric Data Interchange Formats– Part 2: Finger Minutiae Data" – Section 8.2 Compact Size Finger Minutiae Format (Compact Card Format)

As default, SGFingerPrintManager creates SecuGen proprietary templates (SG400). To change the template format, use **SetTemplateFormat()**.

For U20-ASF-BT devices, the **SetTemplateFormatDev()** method can be used to change the format for **CreateTemplateDev()**. Note that the **SetTemplateFormat()** will not affect **CreateTemplateDev()**.

SG400 templates are encrypted for high security and have a size of 400 bytes. ANSI378 and ISO19794-2 templates are not encrypted, and their size is variable depending on how many fingers are in the structure and how many minutiae points are found.

⁸ For U20-ASF-BT devices, this format is not supported.

For more information about the ANSI378 template, refer to the standard document titled “Information technology - Finger Minutiae Format for Data Interchange,” (document number ANSI-INCITS 378-2004) available at the ANSI website <http://webstore.ansi.org>.

For more information about the ISO19794-2 and ISO19794-2 Compact templates, refer to the standard document titled “Information technology--Biometric Data Interchange Formats--Part 2: Finger Minutiae Data,” (document number ISO / IEC 19794-2:2005) available at the ISO website <https://www.iso.org/standard/38746.html>.

Template format

| SGFPMTemplateFormat | Value | Description |
|---------------------|--------|--|
| ANSI378 | 0x0100 | ANSI-INCITS 378-2004 format |
| SG400 | 0x0200 | SecuGen Proprietary template format |
| ISO19794 | 0x0300 | ISO/IEC 19794-2:2005 format |
| ISO19794_COMPACT | 0x0400 | ISO/IEC 19794-2:2005 compact card format |

- **Setting template format to ANSI378**

[C#]

```
m_FPM.SetTemplateFormat(SGFPMTemplateFormat.ANSI378);
```

[VB.NET]

```
m_FPM.SetTemplateFormat(SGFPMTemplateFormat.ANSI378);
```

- **Setting template format to ISO19794-2**

[C#]

```
m_FPM.SetTemplateFormat(SGFPMTemplateFormat.ISO19794);
```

[VB.NET]

```
m_FPM.SetTemplateFormat(SGFPMTemplateFormat.ISO19794);
```

- **Setting template format to ISO19794-2 compact card format**

[C#]

```
m_FPM.SetTemplateFormat(SGFPMTemplateFormat.ISO19794_COMPACT);
```

[VB.NET]

```
m_FPM.SetTemplateFormat(SGFPMTemplateFormat.ISO19794_COMPACT);
```

- **Setting template format to SG400**

[C#]

```
m_FPM.SetTemplateFormat(m_SGFPMTemplateFormat.SG400);
```

[VB.NET]

```
m_FPM.SetTemplateFormat(m_SGFPMTemplateFormat.SG400)
```

The following functions are affected by **SetTemplateFormat()**:

- **GetMaxTemplateSize()**
- **CreateTemplate()**

- **GetTemplateSize()**
- **MatchTemplate()**
- **GetMatchingScore()**

The following APIs work only when the template format is **ANSI378**:

- **GetTemplateSizeAfterMerge()**
- **MergeAnsiTemplate()**
- **MergeMultipleAnsiTemplate()**
- **GetAnsiTemplateInfo()**
- **MatchAnsiTemplate()**
- **GetAnsiMatchingScore()**

The following APIs work only when the template format is **ISO19794**:

- **GetIsoTemplateSizeAfterMerge()**
- **MergeIsoTemplate()**
- **MergeMultipleIsoTemplate()**
- **GetIsoTemplateInfo()**
- **MatchIsoTemplate()**
- **GetIsoMatchingScore()**

The following APIs work only when the template format is **ISO19794_COMPACT**:

- **GetIsoCompactTemplateSizeAfterMerge()**
- **MergeIsoCompactTemplate()**
- **MergeMultipleIsoCompactTemplate()**
- **GetIsoCompactTemplateInfo()**
- **MatchIsoCompactTemplate()**
- **GetIsoCompactMatchingScore()**

The following APIs work with any template format:

- **MatchTemplateEx()**
- **GetMatchingScoreEx()**

2.15. Manipulating ANSI378, ISO19794-2, and ISO19794-2 Compact Templates

The ANSI378, ISO19794-2, and ISO19794-2 Compact template formats allow multiple fingers and multiple views per finger to be stored in a single template. To support this feature, FDx SDK Pro provides the following special APIs:

For ANSI378 Templates:

- **GetTemplateSizeAfterMerge()**
- **MergeAnsiTemplate()**
- **MergeMultipleAnsiTemplate()**
- **GetAnsiTemplateInfo()**
- **MatchAnsiTemplate()**
- **GetAnsiMatchingScore()**

For ISO19794-2 Templates:

- **GetIsoTemplateSizeAfterMerge()**
- **MergeIsoTemplate()**
- **MergeMultipleIsoTemplate()**
- **GetIsoTemplateInfo()**

- **MatchIsoTemplate()**
- **GetIsoMatchingScore()**

For ISO19794-2 Compact Card Templates:

- **GetIsoCompactTemplateSizeAfterMerge()**
- **MergeIsoCompactTemplate()**
- **MergeMultipleIsoCompactTemplate()**
- **GetIsoCompactTemplateInfo()**
- **MatchIsoCompactTemplate()**
- **GetIsoCompactMatchingScore()**

- **Merging two ANSI378 templates**

After creating an ANSI378 template from a fingerprint image, additional ANSI378 templates can be merged into one template. To do this, use **MergeAnsiTemplate()**, which takes two ANSI378 templates and merges them into one template. The size of the merged template will be smaller than the sum of the sizes of all input templates. Call **GetTemplateSizeAfterMerge()** to obtain the exact template size of the merged template before using **MergeAnsiTemplate()**.

[C#]

```
// Get first fingerprint image and create template from the image
err = GetImageEx(m_ImgBuf);
err = CreateTemplate(m_ImgBuf, m_RegMin1);

// Get second fingerprint image and create template from the image
err = GetImageEx(m_ImgBuf);
err = CreateTemplate(m_ImgBuf, m_RegMin2);

Byte[] merged_template;
Int32 buf_size = 0;

m_FPM.GetTemplateSizeAfterMerge(m_RegMin1, m_RegMin2, ref buf_size);
merged_template = new Byte[buf_size];
m_FPM.MergeAnsiTemplate(m_RegMin1, m_RegMin2, merged_template);
```

- **Getting information about an ANSI378 template**

The ANSI378 template format allows multiple fingers and multiple views per finger to be stored in one template. To match one sample (view) against a sample in other template, information about the template may be needed. To get sample information about a template, use **GetAnsiTemplateInfo()**.

[C#]

```
Int32 err;
SGFPMFingerPosition finger_pos = SGFPMFingerPosition.FINGPOS_UK;
bool finger_found = false;

SGFPMANSITemplateInfo sample_info = new SGFPMANSITemplateInfo();
err = m_FPM.GetAnsiTemplateInfo(m_StoredTemplate, sample_info);

for (int i = 0; i < sample_info.TotalSamples; i++)
{
    bool matched = false;
    err = m_FPM.MatchAnsiTemplate(m_StoredTemplate, i, m_VrfMin, 0,
m_SecurityLevel, ref matched);
    if (matched)
    {
```

```

        finger_found = true;
        finger_pos = (SGFPMFingerPosition)sample_info.SampleInfo[i].FingerNumber;
        break;
    }
}

if (err == (Int32)SGFPMError.ERROR_NONE)
{
    if (finger_found)
        StatusBar.Text = "The matched data found. Finger position: " +
fingerpos_str[(Int32)finger_pos];
    else
        StatusBar.Text = "Cannot find a matched data";
}
else
    StatusBar.Text = "MatchAnsiTemplate() Error : " + err;
}

```

2.16. Getting Version Information of MINEX Certified Algorithm

To obtain version information about the MINEX Certified algorithms, use **GetMinexVersion()**. Currently, the extractor version number is 0x000A0035, and the matcher version number is 0x000A8035.

[C#]

```

Int32 extractor = 0
Int32 matcher = 0;
err = m_FPM.GetMinexVersion(ref extractor, ref matcher);

```

Chapter 3. SecuGen.FDxSDKPro.Windows Reference

3.1. SGFingerPrintManager Class

Name Space: SecuGen.FDxSDKPro.Windows

Assembly Name: SecuGen.FDxSDKPro.DotNet.Windows.dll or SecuGen.FDxSDKPro.Windows.dll

3.1.1. Constructor

SGFingerPrintManager()

Creates a new instance of the **SGFingerPrintManager** class. This constructor takes the device name or device type as an argument.

3.1.2. Methods

3.1.2.1. Initialization Functions

Int32 Init(SGFPMDeviceName deviceName)

Initializes the **SGFingerPrintManager** with deviceName. Loads device driver with device name and initializes algorithm modules based on device information.

- Parameters**

- deviceName :**

Specifies SecuGen device name. The device name determines how the driver, extraction and matching modules are initialized.

DEV_FDU02: device name for FDU02-based USB readers

DEV_FDU03: device name for FDU03 and SDU03-based USB readers

DEV_FDU04: device name for FDU04 and SDU04-based USB readers

DEV_FDU05: device name for U20-based USB readers

DEV_FDU06: device name for UPx-based USB readers

DEV_FDU06AP: device name for UPx-AP based USB readers

DEV_FDU07: device name for U10-based USB readers

DEV_FDU08: device name for U20-A based USB readers

DEV_FDU08A: device name for U20-AP based USB readers

DEV_FDU08AL: device name for U20-AL based USB readers

DEV_FDU09A: device name for U30 based USB readers

DEV_FDU10A: device name for U-AIR based contactless USB readers

DEV_FDUSDA: device name for U20-ASF-BT (Bluetooth SPP) based readers

DEV_FDUSDA_BLE: device name for U20-ASF-BT (Bluetooth BLE) based readers

DEV_AUTO: device name for any devices above

- Return values**

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_LOAD_DRIVER_MODULE = Failed to load device driver

SGFPMErrors::ERROR_LOAD_EXTRACTION_MODULE = Failed to load extraction module
 SGFPMErrors::ERROR_LOAD_MATCHING_MODULE = Failed to load matching module

Int32 InitEx⁹(Int32 imageWidth, Int32 imageHeight, Int32 imageDPI, String pathToLicense)

Initializes **SGFingerPrintManager** with image information. Use when running fingerprint algorithm module without a SecuGen reader.

- **Parameters**

imageWidth:

Image width in pixels

imageHeight:

Image height in pixels

imageDPI:

Image resolution in DPI

pathToLicense:

Path to a license file

- **Return values**

SGFPMErrors::ERROR_NONE = No error

SGFPMErrors::ERROR_LOAD_EXTRACTION_MODULE = Failed to load extraction module

SGFPMErrors::ERROR_LOAD_MATCHING_MODULE = Failed to load matching module

Int32 SetTemplateFormat (SGFPMTemplateFormat format)

Sets template format (default is SecuGen proprietary format, **SG400**)

- **Parameters**

Format:

template format

ANSI378: ANSI-INCITS 378-2004 format

ISO19794: ISO/IEC 19794-2:2005 format

ISO19794_COMPACT: ISO/IEC 19794-2:2005 compact card format

SG400: SecuGen proprietary format

- **Return values**

SGFPMErrors::ERROR_NONE = No error

SGFPMErrors::ERROR_INVALID_TEMPLATE_TYPE: Wrong template format

3.1.2.2. Device and Image Capturing functions

Int32 EnumerateDevice()

Enumerates reader(s) currently attached to the system. After calling this function, use **NumberOfDevice** property and **GetEnumDeviceInfo()** method to get enumerated reader(s).

- **Returned values**

SGFPMErrors::ERROR_NONE = No error

SGFPMErrors::ERROR_FUNCTION_FAILED = General function fail error

SGFPMErrors::ERROR_INVALID_PARAM = Invalid parameter has been used

Int32 GetEnumDeviceInfo(Int32 nDevs, SGFPMDeviceList* devList)

Gets list of readers currently attached to PC. Call **GetEnumDeviceInfo()** after calling **EnumerateDevice()** method.

- **Parameters**

⁹ InitEx() is no longer supported

ndevs

The number of attached USB readers

devList

Buffer that contains device ID and device serial number. For more information, see [Section 3.3 SGFPMDeviceList structure](#)

int FindDevices(ref uint ndevs, uint timeout)

Find U20-ASF-BT (BLE) devices.

- Parameters**

- ndevs:**

- The number of U20-ASF-BT (BLE) devices found

- timeout:**

- Timeout in millisecond

- Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_PARAM = Invalid parameter was used

- SGFPMError::ERROR_SYSLOAD_FAILED = Failed to load system files

- SGFPMError::ERROR_INITIALIZE_FAILED = Failed to initialize chip

- SGFPMError::ERROR_DLLLOAD_FAILED = Failed to load module

int GetDeviceInfoFound(int ndev, SGFPMDeviceInfo devInfo)

Find the info of the U20-ASF-BT (BLE) device found by calling **FindDevices()**.

- Parameters**

- ndev:**

- The index of the U20-ASF-BT (BLE) device found to get the info of.

- devinfo:**

- A buffer where the info will be written.

- Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_PARAM = Invalid parameter was used

- SGFPMError::ERROR_SYSLOAD_FAILED = Failed to load system files

- SGFPMError::ERROR_INITIALIZE_FAILED = Failed to initialize chip

- SGFPMError::ERROR_DLLLOAD_FAILED = Failed to load module

int CancelFind()

Cancel finding U20-ASF-BT (BLE) devices. The **FindDevices()** method will stop and return immediately.

- Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_PARAM = Invalid parameter was used

- SGFPMError::ERROR_SYSLOAD_FAILED = Failed to load system files

- SGFPMError::ERROR_INITIALIZE_FAILED = Failed to initialize chip

- SGFPMError::ERROR_DLLLOAD_FAILED = Failed to load module

Int32 OpenDevice(Int32 port)

Initializes the fingerprint reader

- Parameters**

- port:**

- If a USB reader is attached, the argument specifies the device ID (from 0 to 9). If the device ID is unknown, pass **SGFPMProtAddr::USB_AUTO_DETECT**. If the port is

- SGFMPortAddr::AUTO_DETECT**, the device driver will find its port address automatically.

For USB readers, pass **SGFPMPortAddr::USB_AUTO_DETECT** or 0 – 9.

- **Return values**

SGFPMError::ERROR_NONE = No error
 SGFPMError::ERROR_INVALID_PARAM = Invalid parameter was used
 SGFPMError::ERROR_SYSLOAD_FAILED = Failed to load system files
 SGFPMError::ERROR_INITIALIZE_FAILED = Failed to initialize chip
 SGFPMError::ERROR_DLLLOAD_FAILED = Failed to load module
 SGFPMError::ERROR_DEVICE_NOT_FOUND = Device not found

Int32 OpenDevice(string id)

Initializes the U20-ASF-BT (BLE) reader

- **Parameters**

- id:**

A ID string from the **FindDevices()** method. For instance, it will have like in c#:

```
string id = "BluetoothLE#BluetoothLEac:d1:b8:d0:d6:e4-cc:35:5a:ff:f0:37";
```

- **Return values**

SGFPMError::ERROR_NONE = No error
 SGFPMError::ERROR_INVALID_PARAM = Invalid parameter was used
 SGFPMError::ERROR_SYSLOAD_FAILED = Failed to load system files
 SGFPMError::ERROR_INITIALIZE_FAILED = Failed to initialize chip
 SGFPMError::ERROR_DLLLOAD_FAILED = Failed to load module
 SGFPMError::ERROR_DEVICE_NOT_FOUND = Device not found

Int32 CloseDevice()

Closes a currently opened reader

- **Parameters**

None

- **Return values**

SGFPMError::ERROR_NONE = No error

Int32 Configure(int hwnd)

Displays the driver's configuration dialog box

- **Parameters**

- hwnd**

The parent window handle

- **Return values**

SGFPMError::ERROR_NONE = No error

Int32 SetBrightness(Int32 brightness)

Controls brightness of image sensor

- **Parameters**

- brightness**

Brightness value (from 0 to 100)

- **Return values**

SGFPMError::ERROR_NONE = No error
 SGFPMError::ERROR_INVALID_PARAM = Invalid parameter was used

Int32 SetLedOn(bool on)

Turns optic unit LED on/off

- **Parameters**
on
 true: Turns on LED
 false: Turns off LED
- **Return values**
 SGFPMErrors::ERROR_NONE = No error

Int32 GetImage(Byte buffer[])

Captures a 256 gray-level fingerprint image from the reader. The image size can be retrieved by calling **GetDeviceInfo()**. **GetImage()** does not check for image quality. To get image quality of a captured image, use **GetImageQuality()**. To get the approximate image quality while capturing, use **GetImageEx()**.

- **Parameters**
buffer
 A pointer to the buffer containing a fingerprint image. The image size can be retrieved by calling **GetDeviceInfo()**
- **Return values**
 SGFPMErrors::ERROR_NONE = No error
 SGFPMErrors::ERROR_WRONG_IMAGE = Captured image is not a real fingerprint
 SGFPMErrors::ERROR_INVALID_PARAM = An invalid parameter has been used
 SGFPMErrors::ERROR_LINE_DROPPED = Image data is lost

Int32 BeginGetImage()

Prepares for **GetImage()** to start capture. Must call **EndGetImage()** later.

- **Parameters**
None
- **Return values**
 SGFPMErrors::ERROR_NONE = No error
 SGFPMErrors::ERROR_INVALID_PARAM = An invalid parameter has been used
 SGFPMErrors::ERROR_UNSUPPORTED_DEV = Not supported

Int32 EndGetImage()

Closes for **GetImage()** to finish capture

- **Parameters**
None
- **Return values**
 SGFPMErrors::ERROR_NONE = No error
 SGFPMErrors::ERROR_INVALID_PARAM = An invalid parameter has been used
 SGFPMErrors::ERROR_UNSUPPORTED_DEV = Not supported

Int32 GetImageQuality(Int32 width, Int32 height, Byte imgBuf[], Int32* quality)

Gets the quality of a captured (scanned) image. The value is determined by two factors. One is the ratio of the fingerprint image area to the whole scanned area, and the other is the ridge quality of the fingerprint image area. A quality value of 50 or higher is recommended for registration. A quality value of 40 or higher is recommended for verification.

Note: The returned quality value is different from the value used in **GetImageEx()**. The quality value in **GetImageEx()** represents only the ratio of the fingerprint image area to the whole scanned area.

- **Parameters**

- **width**

- Image width in pixels

- **height**

- Image height in pixels

- **imgBuf**

- Fingerprint image data

- **quality**

- The return value indicating image quality

- **Return values**

- SGFPError::ERROR_NONE = No error

- SGFPError::ERROR_INVALID_PARAM = Invalid parameter was used

Int32 GetLastImageQuality(ref int quality)

Gets the quality of the last captured (scanned) image. The value is determined only by one fact, which is the ridge quality of the fingerprint image area. A quality value of 70 or higher is recommended for registration. A quality value of 50 or higher is recommended for verification. The value ranges from zero to 100.

Note: Not all devices support this function. Therefore, the return value should be checked.

- **Parameters**

- **quality**

- The return value indicating image quality

- **Return values**

- SGFPError::ERROR_NONE = No error

- SGFPError::ERROR_INVALID_PARAM = Invalid parameter was used

- SGFPError::ERROR_UNSUPPORTED_DEV = Not supported

Int32 GetImageEx(Byte buffer[], Int32 time, int dispWnd , Int32 quality)

Captures fingerprint images from the device until the quality of the image is greater than the value of the quality parameter. The captured fingerprint is a 256 gray-level image; image size can be retrieved by calling the **GetDeviceInfo()** function. A quality value of 50 or higher is recommended for registration. A quality value of 40 or higher is recommended for verification.

Note: The returned quality value is different from the value used in **GetImage()**. The quality value in **GetImageEx()** represents only the ratio of the fingerprint image area to the whole scanned area.

- **Parameters**

- **buffer**

- Pointer to buffer containing a fingerprint image

- **timeout**

- The timeout value (in milliseconds) used to specify the amount of time the function will wait for a valid fingerprint to be input on the fingerprint reader

- **dispWnd**

- Window handle used for displaying fingerprint images

- **quality**

- The minimum quality value of an image, used to determine whether to accept the captured

image

- **Return values**

SGFPError::ERROR_NONE = No error

SGFPError::ERROR_INVALID_PARAM = An invalid parameter has been used

SGFPError::ERROR_LINE_DROPPED = Image data was lost

SGFPError::ERROR_TIME_OUT = No valid fingerprint captured in the given time

Int32 EnableAutoOnEvent (bool enable, int hwnd)

Allows the reader to automatically detect the presence of a finger without requiring the user to prompt the system before receiving a fingerprint. **EnableAutoOnEvent()** enables or disables the Auto-On function. Once Auto-On is enabled, the application can receive a message from the device driver whenever an Auto-On event occurs in the device. (Not supported by FDU02-based readers.)

When calling **EnableAutoOnEvent()**, pass the handle of the window that will receive the Auto-On message. The Auto-On message(**SGFPMessages**) is defined as 0x8100.

- **Parameters**

enable

true: enables Auto-On

false: disables Auto-On

hwnd

Window handle to receive Auto-On message

- **Return values**

SGFPError::ERROR_NONE = No error

SGFPError::ERROR_INVALID_PARAM = An invalid parameter has been used

- **Remarks**

When the application receives an Auto-On message, wParam will have event type (Finger ON or OFF) and lParam will have information of the device from which the event occurred.

wParam:

Contains event type.

SGFPAutoOnEvent::FINGER_ON(1) = Finger is on the sensor

SGFPAutoOnEvent::FINGER_OFF(0) = Finger is removed from the sensor

lParam:

Contains device information. The device information is contained in

SGFPMDeviceInfoParam.

3.1.2.3. Extraction Functions

Int32 GetMaxTemplateSize(Int32* size)

Gets the maximum size of a fingerprint template (view or sample). Use this function before using **CreateTemplate()** to obtain an appropriate buffer size. If the template format is SG400, it returns a fixed length size of 400. Note: The returned template size means the maximum size of one view or sample.

- **Parameters**

size

The pointer to contain template size

- **Return values**

SGFPError::ERROR_NONE = No error

Int32 CreateTemplate(Byte rawImage[], Byte minTemplate[])

Extracts minutiae from a fingerprint image to form a template having the default format

- **Parameters**

rawImage

256 Gray-level fingerprint image data

minTemplate

Pointer to buffer containing minutiae data extracted from a fingerprint image

- **Return values**

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_FEAT_NUMBER = Inadequate number of minutia

SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

SGFPMError::ERROR_INVALID_TEMPLATE1 = 103 = Error while decoding template 1

SGFPMError::ERROR_INVALID_TEMPLATE2 = 104 = Error while decoding template 2

Int32 CreateTemplate(SGFPMFingerInfo* fpInfo, Byte rawImage[], Byte minTemplate[])

Extracts minutiae from a fingerprint image to form a template having the default format

- **Parameters**

fpInfo

Fingerprint information stored in a template. For **ANSI378** templates, this information can be retrieved from the template using **GetAnsiTemplateInfo()**. For **ISO19794** templates, this information can be retrieved from the template using **GetIsoTemplateInfo()**. For **ISO19794_COMPACT** templates, this information can be retrieved from the template using **GetIsoCompactTemplateInfo()**. For **SG400** templates, this information cannot be seen in the template. For more information, refer to [Section 3.4 SGFPMFingerInfo Structure](#).

rawImage

256 Gray-level fingerprint image data

minTemplate

Pointer to buffer containing minutiae data extracted from a fingerprint image

- **Return values**

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_FEAT_NUMBER = Inadequate number of minutia

SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

SGFPMError::ERROR_INVALID_TEMPLATE1 = 103 = Error while decoding template 1

SGFPMError::ERROR_INVALID_TEMPLATE2 = 104 = Error while decoding template 2

int CreateTemplateDev(ref int size)

Captures a fingerprint image and extracts minutiae to form a template having the default format. To get the template, call **GetTemplateDev()** with a buffer having the size. (U20-ASF-BT only)

- **Parameters**

size

The size of the template created

- **Return values**

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_FUNCTION_FAILED

int GetTemplateDev(byte[] min)

Gets the template. (U20-ASF-BT only)

- **Parameters**

min

An array of bytes with the size of the template returned by **CreateTemplateDev()**.

- **Return values**

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_FUNCTION_FAILED

Int32 GetTemplateSize(Byte minTemplate[], Int32* size)

Gets template size. If the template format is **SG400**, it will return 400. If the template format is **ANSI378**, **ISO19794**, or **ISO19794_COMPACT**, template size will be varied.

- **Parameters**

- minTemplate**

- Pointer to buffer containing minutiae data extracted from a fingerprint image

- size**

- The pointer to contain template size

- **Return values**

- SGFPMError::ERROR_NONE = No error

3.1.2.4. Matching Functions**Int32 MatchTemplate(Byte minTemplate1[], Byte minTemplate2[], SGFPMSecurityLevel secuLevel, bool* matched)**

Compares two sets of minutiae data of the same template format. The template format should be the same as that set by **SetTemplateFormat()** and should include only one sample. To match templates that have more than one sample, use **MatchTemplateEx()**, **MatchAnsiTemplate()**, **MatchIsoTemplate()**, or **MatchIsoCompactTemplate**. It returns **true** or **false** as a matching result (**matched**). The security level (**secuLevel**) will affect matching result and may be adjusted according to the security policy required by the user or organization.

- **Parameters**

- minTemplate1**

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- minTemplate2**

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- secuLevel**

- Security level (**NORMAL** is recommended for most purposes)

- LOWEST**

- LOWER**

- LOW**

- BELOW_NORMAL**

- NORMAL**

- ABOVE_NORMAL**

- HIGH**

- HIGHER**

- HIGHEST**

- Matched**

- Contains matching result. If the passed templates are the same, then **true** is returned. If not, **false** is returned.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

- SGFPMError::ERROR_INVALID_TEMPLATE1 = Error in minTemplate1

- SGFPMError::ERROR_INVALID_TEMPLATE2 = Error in minTemplate2

Int32 MatchTemplateEx(Byte minTemplate1[], SGFPMTemplateFormat templateType1, Int32 sampleNum1, Byte minTemplate2[], SGFPMTemplateFormat templateType2, Int32 sampleNum2, Int32 secuLevel, bool* matched)

Compares two sets of minutiae data, which can be of different template formats (SG400, ANSI378, ISO19794, or ISO19794_COMPACT). It returns **true** or **false** as a matching result (**matched**). The security level (**secuLevel**) will affect matching result and may be adjusted according to the security

policy required by the user or organization.

- **Parameters**

- ***minTemplate1***

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- ***templateType1***

- Specifies format of minTemplate1 (**SG400**, **ANSI378**, **ISO19794**, or **ISO19794_COMPACT**)

- ***sampleNum1***

- Position of a sample to be matched in minTemplate1. If templateType1 is **ANSI378**, **ISO19794**, or **ISO19794_COMPACT**, it can have a value from 0 to the number of samples minus 1 in minTemplate1. If templateType1 is **SG400**, this value is ignored.

- ***minTemplate2***

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- ***templateType2***

- Specifies format of minTemplate2 (**SG400**, **ANSI378**, **ISO19794**, or **ISO19794_COMPACT**)

- ***sampleNum2***

- Position of a sample to be matched in minTemplate2. If templateType2 is **ANSI378**, **ISO19794**, or **ISO19794_COMPACT**, it can have a value from 0 to the number of samples minus 1 in minTemplate2. If templateType2 is **SG400**, this value is ignored.

- ***secuLevel***

- Security level (**NORMAL** is recommended for most purposes)

- LOWEST**

- LOWER**

- LOW**

- BELOW_NORMAL**

- NORMAL**

- ABOVE_NORMAL**

- HIGH**

- HIGHER**

- HIGHEST**

- ***matched***

- Contains matching result. If the passed templates are the same, then **true** is returned. If not, **false** is returned.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

- SGFPMError::ERROR_INVALID_TEMPLATE1 = Error in minTemplate1

- SGFPMError::ERROR_INVALID_TEMPLATE2 = Error in minTemplate2

Int32 GetMatchingScore(Byte minTemplate1[], Byte minTemplate2[], Int32* score)

Gets matching score of two sets of minutiae data of the **same** template format

- **Parameters**

- ***minTemplate1***

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- ***minTemplate2***

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- ***score***

- Matching score (from 0 to 199)

- **Returned values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_TEMPLATE1 = Error in minTemplate1

- SGFPMError::ERROR_INVALID_TEMPLATE2 = Error in minTemplate2

Int32 GetMatchingScoreEx(Byte minTemplate1[], SGFPMTemplateFormat templateType1, Int32 sampleNum1, Byte minTemplate2[], SGFPMTemplateFormat templateType2, Int32 sampleNum2, Int32* score)

Gets matching score of two sets of minutiae data, which can be of different template formats (SG400, ANSI378, ISO19794, or ISO19794_COMPACT)

- **Parameters**

- **minTemplate1**

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- **templateType1**

- Specifies format of minTemplate1 (**SG400, ANSI378, ISO19794, or ISO19794_COMPACT**)

- **sampleNum1**

- Position of a sample to be matched in minTemplate1. If templateType1 is **ANSI378, ISO19794, or ISO19794_COMPACT**, it can have a value from 0 to the number of samples minus 1 in minTemplate1. If templateType1 is **SG400**, this value is ignored.

- **minTemplate2**

- A pointer to the buffer containing minutiae data extracted from a fingerprint image

- **templateType2**

- Specifies format of minTemplate2 (**SG400, ANSI378, ISO19794, or ISO19794_COMPACT**)

- **sampleNum2**

- Position of a sample to be matched in minTemplate2. If templateType2 is **ANSI378, ISO19794, or ISO19794_COMPACT**, it can have a value from 0 to the number of samples minus 1 in minTemplate2. If templateType2 is **SG400**, this value is ignored.

- **score**

- Matching score (from 0 to 199)

- **Returned values**

- SGFPError::ERROR_NONE = No error

- SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

- SGFPError::ERROR_INVALID_TEMPLATE1 = Error in minTemplate1

- SGFPError::ERROR_INVALID_TEMPLATE2 = Error in minTemplate2

3.1.2.5. Functions for ANSI378 Templates

Int32 GetTemplateSizeAfterMerge(Byte ansiTemplate1[], Byte ansiTemplate2[], Int32* size)

Calculates template size if two templates – ansiTemplate1 and ansiTemplate2 – are merged. Use this function to determine the exact buffer size before using **MergeAnsiTemplate()**.

- **Parameters**

- **ansiTemplate1**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **ansiTemplate2**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **size**

- Template size if two templates are merged

- **Return values**

- SGFPError::ERROR_NONE = No error

- SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

- SGFPError::ERROR_INVALID_TEMPLATE1 = Error in ansiTemplate1

- SGFPError::ERROR_INVALID_TEMPLATE2 = Error in ansiTemplate2

Int32 MergeAnsiTemplate(Byte ansiTemplate1[], Byte ansiTemplate2[], Byte outTemplate[])

Merges two ANSI378 templates and returns a new merged template. The size of the merged template (**outTemplate**) will be smaller than sum of the sizes of the two input templates (size of **ansiTemplate1** + size of **ansiTemplate2**). Call **GetTemplateSizeAfterMerge()** to determine the exact buffer size for **outTemplate** before calling **MergeAnsiTemplate()**.

- **Parameters**

- **ansiTemplate1**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **ansiTemplate2**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **outTemplate**

- The buffer containing merged data. The buffer should be assigned by the application. To determine the exact buffer size, call **GetTemplateSizeAfterMerge()**.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

- SGFPMError::ERROR_INVALID_TEMPLATE1 = Error in **ansiTemplate1**

- SGFPMError::ERROR_INVALID_TEMPLATE2 = Error in **ansiTemplate2**

Int32 MergeMultipleAnsiTemplate(Byte inTemplates[], Int32 nTemplates, Byte outTemplate[])

Merges multiple ANSI378 templates and returns a new merged template. The size of the merged template (**outTemplate**) will be smaller than the sum of the sizes of all templates in **inTemplates**.

- **Parameters**

- **inTemplates**

- A series of ANSI378 templates [ANSITemplate-1, ANSITemplate-2, ANSITemplate-3, ... ANSITemplate-n]

- **nTemplates**

- The number of templates in **inTemplates**

- **outTemplate**

- The buffer containing newly merged template data. The buffer should be assigned by the application.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_PARAM = Invalid parameter

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

Int32 GetAnsiTemplateInfo(Byte ansiTemplate[], SGFPMANSITemplateInfo* templateInfo)

Gets information of an ANSI378 template. Call this function before **MatchAnsiTemplate()** to obtain information about a template.

- **Parameters**

- **ansiTemplate**

- ANSI378 template

- **templateInfo**

- The buffer that contains template information. For more information see **SGFPMANSITemplateInfo** structure.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_PARAM = Invalid parameter

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

Int32 MatchAnsiTemplate(Byte ansiTemplate1[], Int32 sampleNum1, Byte ansiTemplate2[], Int32 sampleNum2, SGFPMSecurityLevel secuLevel, bool* matched)

Compares two sets of ANSI378 templates. It returns **true** or **false** as a matching result (**matched**). The security level (**secuLevel**) will affect matching result and may be adjusted according to the security policy required by the user or organization.

- **Parameters**

- **ansiTemplate1**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **sampleNum1**

- Position of sample to be matched in **ansiTemplate1**. It can be from 0 to the number of samples minus 1 in **ansiTemplate1**.

- **ansiTemplate2**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **sampleNum2**

- Position of sample to be matched in **ansiTemplate2**. It can be from 0 to the number of samples minus 1 in **ansiTemplate2**.

- **secuLevel**

- Security level (**NORMAL** is recommended for most purposes)

- LOWEST**

- LOWER**

- LOW**

- BELOW_NORMAL**

- NORMAL**

- ABOVE_NORMAL**

- HIGH**

- HIGHER**

- HIGHEST**

- **matched**

- Contains matching result. If the passed templates are the same, then **true** is returned. If not, **false** is returned.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

- SGFPMError::ERROR_INVALID_TEMPLATE1 = Error in ansiTemplate1

- SGFPMError::ERROR_INVALID_TEMPLATE2 = Error in ansiTemplate2

Int32 GetAnsiMatchingScore(Byte ansiTemplate1[], Int32 sampleNum1, Byte ansiTemplate2[], Int32 sampleNum2, Int32* score)

Gets matching score

- **Parameters**

- **ansiTemplate1**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **sampleNum1**

- Position of sample to be matched in **ansiTemplate1**. It can be from 0 to the number of samples minus 1 in **ansiTemplate1**.

- **ansiTemplate2**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **sampleNum2**

- Position of sample to be matched in **ansiTemplate2**. It can be from 0 to the number of samples minus 1 in **ansiTemplate2**.

- **score**

- Matching score (from 0 to 199)

- **Return values**

SGFPError::ERROR_NONE = No error
 SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type
 SGFPError::ERROR_INVALID_TEMPLATE1 = Error in ansiTemplate1
 SGFPError::ERROR_INVALID_TEMPLATE2 = Error in ansiTemplate2

3.1.2.6. Functions for ISO19794 Templates

Int32 GetIsoTemplateSizeAfterMerge(Byte isoTemplate1[], Byte isoTemplate2[], Int32* size)

Calculates template size if two templates – isoTemplate1 and isoTemplate2 – are merged. Use this function to determine the exact buffer size before using **MergIsoTemplate()**.

- **Parameters**

isoTemplate1

A pointer to the buffer containing minutiae data. A template can have more than one sample.

isoTemplate2

A pointer to the buffer containing minutiae data. A template can have more than one sample.

size

Template size if two templates are merged

- **Return values**

SGFPError::ERROR_NONE = No error
 SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type
 SGFPError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1
 SGFPError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

Int32 MergIsoTemplate(Byte isoTemplate1[], Byte isoTemplate2[], Byte outTemplate[])

Merges two ISO19794 templates and returns a new merged template. The size of the merged template (**outTemplate**) will be smaller than the sum of the sizes of the two input templates (size of ansiTemplate1 + size of ansiTemplate2). Call **GetIsoTemplateSizeAfterMerge()** to determine the exact buffer size for **outTemplate** before calling **MergIsoTemplate()**.

- **Parameters**

isoTemplate1

A pointer to the buffer containing minutiae data. A template can have more than one sample.

isoTemplate2

A pointer to the buffer containing minutiae data. A template can have more than one sample.

outTemplate

The buffer containing merged data. The buffer should be assigned by the application. To determine the exact buffer size, call **GetIsoTemplateSizeAfterMerge()**.

- **Return values**

SGFPError::ERROR_NONE = No error
 SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type
 SGFPError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1
 SGFPError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

Int32 MergeMultipleIsoTemplate(Byte inTemplates[], Int32 nTemplates, Byte outTemplate[])

Merges multiple ISO19794 templates and returns a new merged template. The size of the merged template (**outTemplate**) will be smaller than the sum of the sizes of all templates in **inTemplates**.

- **Parameters**

inTemplates

A series of ISO19794 templates [ISOTemplate-1, ISOTemplate-2, ISOTemplate-3, ... ISOTemplate-n]

nTemplates

The number of templates in **inTemplates**

outTemplate

The buffer containing newly merged template data. The buffer should be assigned by the application.

- **Return values**

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_INVALID_PARAM = Invalid parameter

SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

Int32 GetIsoTemplateInfo(Byte isoTemplate[], SGFPMANSITemplateInfo* templateInfo)

Gets information of an ISO19794 template. Call this function before **MatchIsoTemplate()** to obtain information about a template.

- **Parameters**

isoTemplate

ISO19794 template

templateInfo

The buffer that contains template information. For more information, see **SGFPMANSITemplateInfo** structure.

- **Return values**

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_INVALID_PARAM = Invalid parameter

SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

Int32 MatchIsoTemplate(Byte isoTemplate1[], Int32 sampleNum1, Byte isoTemplate2[], Int32 sampleNum2, SGFPMSecurityLevel secuLevel, bool* matched)

Compares two sets of ISO19794 templates. It returns **true** or **false** as a matching result (**matched**). The security level (**secuLevel**) will affect matching result and may be adjusted according to the security policy required by the user or organization.

- **Parameters**

isoTemplate1

A pointer to the buffer containing minutiae data. A template can have more than one sample.

sampleNum1

Position of sample to be matched in **isoTemplate1**. It can be from 0 to the number of samples minus 1 in **isoTemplate1**.

isoTemplate2

A pointer to the buffer containing minutiae data. A template can have more than one sample.

sampleNum2

Position of sample to be matched in **isoTemplate2**. It can be from 0 to the number of samples minus 1 in **isoTemplate2**.

secuLevel

Security level (**NORMAL** is recommended for most purposes)

LOWEST

LOWER

LOW

BELOW_NORMAL

NORMAL

ABOVE_NORMAL

HIGH

HIGHER

HIGHEST

matched

Contains matching result. If the passed templates are the same, then **true** is returned. If not, **false** is returned.

- **Return values**

SGFPError::ERROR_NONE = No error
 SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type
 SGFPError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1
 SGFPError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

Int32 GetIsoMatchingScore(Byte isoTemplate1[], Int32 sampleNum1, Byte isoTemplate2[], Int32 sampleNum2, Int32* score)

Gets matching score

- **Parameters**

isoTemplate1

A pointer to the buffer containing minutiae data. A template can have more than one sample.

sampleNum1

Position of sample to be matched in **isoTemplate1**. It can be from 0 to the number of samples minus 1 in **isoTemplate1**.

isoTemplate2

A pointer to the buffer containing minutiae data. A template can have more than one sample.

sampleNum2

Position of sample to be matched in **isoTemplate2**. It can be from 0 to the number of samples minus 1 in **isoTemplate2**.

score

Matching score (from 0 to 199)

- **Return values**

SGFPError::ERROR_NONE = No error
 SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type
 SGFPError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1
 SGFPError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2
 SGFPError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1
 SGFPError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

3.1.2.7. Functions for ISO19794 Compact Card Templates

Int32 GetIsoCompactTemplateSizeAfterMerge(Byte isoTemplate1[], Byte isoTemplate2[], Int32* size)

Calculates template size if two templates – isoTemplate1 and isoTemplate2 – are merged. Use this function to determine the exact buffer size before using **MergeIsoCompactTemplate()**.

- **Parameters**

isoTemplate1

A pointer to the buffer containing minutiae data. A template can have more than one sample.

isoTemplate2

A pointer to the buffer containing minutiae data. A template can have more than one sample.

size

Template size if two templates are merged

- **Return values**

SGFPError::ERROR_NONE = No error
 SGFPError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type
 SGFPError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1
 SGFPError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

Int32 MergeIsoCompactTemplate(Byte isoTemplate1[], Byte isoTemplate2[], Byte outTemplate[])

Merges two ISO19794 compact card templates and returns a new merged template. The size of the merged template (**outTemplate**) will be smaller than the sum of the sizes of the two input templates (size of **isoTemplate1** + size of **isoTemplate2**). Call **GetIsoCompactTemplateSizeAfterMerge()** to determine the exact buffer size for **outTemplate** before calling **MergeIsoCompactTemplate()**.

- **Parameters**

- **isoTemplate1**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **isoTemplate2**

- A pointer to the buffer containing minutiae data. A template can have more than one sample.

- **outTemplate**

- The buffer containing merged data. The buffer should be assigned by the application. To determine the exact buffer size, call **GetIsoCompactTemplateSizeAfterMerge()**.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

- SGFPMError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1

- SGFPMError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

Int32 MergeMultipleIsoCompactTemplate(Byte inTemplates[], Int32 nTemplates, Byte outTemplate[])

Merges multiple ISO19794 compact card templates and returns a new merged template. The size of the merged template (**outTemplate**) will be smaller than the sum of the sizes of all templates in **inTemplates**.

- **Parameters**

- **inTemplates**

- A series of ISO19794 compact card templates [ISOTemplate-1, ISOTemplate-2, ISOTemplate-3, ... ISOTemplate-n]

- **nTemplates**

- The number of templates in **inTemplates**

- **outTemplate**

- The buffer containing newly merged template data. The buffer should be assigned by the application.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_PARAM = Invalid parameter

- SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

Int32 GetIsoCompactTemplateInfo(Byte isoTemplate[], SGFPMANSITemplateInfo* templateInfo)

Gets information of an ISO19794 compact card template. Call this function before **MatchIsoCompactTemplate()** to obtain information about a template.

- **Parameters**

- **isoTemplate**

- ISO19794 compact card template

- **templateInfo**

- The buffer that contains template information. For more information, see **SGFPMANSITemplateInfo** structure.

- **Return values**

- SGFPMError::ERROR_NONE = No error

- SGFPMError::ERROR_INVALID_PARAM = Invalid parameter

SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

Int32 MatchIsoCompactTemplate(Byte isoTemplate1[], Int32 sampleNum1, Byte isoTemplate2[], Int32 sampleNum2, SGFPMSecurityLevel secuLevel, bool* matched)

Compares two sets of ISO19794 compact card templates. It returns **true** or **false** as a matching result (**matched**). The security level (**secuLevel**) will affect matching result and may be adjusted according to the security policy required by the user or organization.

- Parameters

- isoTemplate1*

A pointer to the buffer containing minutiae data. A template can have more than one sample.

- sampleNum1*

Position of sample to be matched in **isoTemplate1**. It can be from 0 to the number of samples minus 1 in **isoTemplate1**.

- isoTemplate2*

A pointer to the buffer containing minutiae data. A template can have more than one sample.

- sampleNum2*

Position of sample to be matched in **isoTemplate2**. It can be from 0 to the number of samples minus 1 in **isoTemplate2**.

- secuLevel*

Security level (**NORMAL** is recommended for most purposes)

LOWEST

LOWER

LOW

BELOW_NORMAL

NORMAL

ABOVE_NORMAL

HIGH

HIGHER

HIGHEST

- matched*

Contains matching result. If the passed templates are the same, then **true** is returned. If not, **false** is returned.

- Return values

SGFPMError::ERROR_NONE = No error

SGFPMError::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

SGFPMError::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1

SGFPMError::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

Int32 GetIsoCompactMatchingScore(Byte isoTemplate1[], Int32 sampleNum1, Byte isoTemplate2[], Int32 sampleNum2, Int32* score)

Gets matching score

- Parameters

- isoTemplate1*

A pointer to the buffer containing minutiae data. A template can have more than one sample.

- sampleNum1*

Position of sample to be matched in **isoTemplate1**. It can be from 0 to the number of samples minus 1 in **isoTemplate1**.

- isoTemplate2*

A pointer to the buffer containing minutiae data. A template can have more than one sample.

- sampleNum2*

Position of sample to be matched in **isoTemplate2**. It can be from 0 to the number of samples minus 1 in **isoTemplate2**.

score

Matching score (from 0 to 199)

- **Return values**

SGFPMErrors::ERROR_NONE = No error

SGFPMErrors::ERROR_INVALID_TEMPLATE_TYPE = Wrong template type

SGFPMErrors::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1

SGFPMErrors::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

SGFPMErrors::ERROR_INVALID_TEMPLATE1 = Error in isoTemplate1

SGFPMErrors::ERROR_INVALID_TEMPLATE2 = Error in isoTemplate2

3.1.2.8. Other**Int32 GetMinexVersion(Int32 *extractor, Int32* matcher)**

Gets algorithm version used in this SDK

- **Parameters**

- extractor**

- MINEX compliant extractor version number

- matcher**

- MINEX compliant matcher version number

- **Return values**

- SGFPMErrors::ERROR_NONE = No error

3.1.3. Property**Property NumberOfDevice**

- **Description**

- Contains number of devices after calling **EnumerateDevice()**

3.2. SGFPMDeviceInfoParam Structure

```
public struct SGFPMDeviceInfoParam
{
    Int32 DeviceID;
    Byte DeviceSN[];
    Int32 ComPort;
    Int32 ComSpeed;
    Int32 ImageWidth;
    Int32 ImageHeight;
    Int32 Contrast;
    Int32 Brightness;
    Int32 Gain;
    Int32 ImageDPI;
    Int32 FWVersion;
};
```

Description

SGFPMDeviceInfoParam is used to obtain device information when calling GetDeviceInfo()

Constructor

SGFPMDeviceInfoParam()

Members

| | |
|--------------------|--|
| DeviceID | Contains device ID for USB readers only (0 –9) |
| DeviceSN | Contains device serial number for USB readers |
| ComPort | Contains Device ID for USB readers |
| ComSpeed | Communication speed (not used in this version) |
| ImageWidth | Fingerprint image width in pixels |
| ImageHeight | Fingerprint image height in pixels |
| Brightness | Current Brightness value (0-100) |
| Contrast | Current Contrast value (0-100) |
| Gain | Amplification (1, 2, 4, or 8) of image brightness (higher value yields darker image) |
| ImageDPI | Image resolution of the reader in DPI |
| FWVersion | Device firmware version number for USB readers |

3.3. SGFPMDeviceInfo Structure

```
public class SGFPMDeviceInfo {
    public char[] ID;
    public char[] Name;
}
```

Description

Used to obtain the properties of a U20-ASF-BT (BLE) reader in **GetDeviceInfoFound()** after calling **FindDevices()**

Constructor

SGFPMDeviceList()

Members

ID

Contains U20-ASF-BT (BLE) device ID

DevName

Contains device name

3.4. SGFPMDeviceList Structure

```
Public struct SGFPMDeviceList
{
    SGFPMDeviceName DevName;
    Int32            DevID;
    Int16            DevType;
    Byte             DevSN[];
};
```

Description

Used to obtain a list of currently attached reader(s) in **GetEnumDeviceInfo()** after calling **EnumerateDevice()**

Constructor

SGFPMDeviceList()

Members

DevName

Contains device name (SG_DEV_FDU02, SG_DEV_FDU03, SG_DEV_FDU04, SG_DEV_FDU05, SG_DEV_FDU06, SG_DEV_FDU06AP, SG_DEV_FDU07, SG_DEV_FDU08, SG_DEV_FDU08A, SG_DEV_FDU08AL, SG_DEV_FDU09A, SG_DEV_FDU10A, SG_DEV_FDUSDA, SG_DEV_FDUSDA_BLE)

DevID

Contains USB device ID if the device type is USB

DevType

Not used

DeviceSN

Contains device serial number of USB readers. Length is defined in **DEV_SN_LEN(15)**

3.5. SGFPMFingerInfo Structure

```
public struct SGFPMFingerInfo
{
    SGFPMFingerPosition    FingerNumber;
    Int16                  ViewNumber;
    Int16                  ImpressionType;
    Int16                  ImageQuality;
};
```

Description

Used when calling **CreateTemplate()**. The provided information will be put into the template. For **ANSI378**, **ISO19794-2**, and **ISO19794-2 Compact** templates, this information can be seen from the template structure format. For **SG400** templates, this information cannot be seen in the template.

Constructor

SGFPMFingerInfo();

Members

FingerNumber

| <u>Finger position number</u> | <u>Finger</u> |
|-------------------------------|---------------------|
| FINGPOS_UK (0x00): | Unknown finger |
| FINGPOS_RT (0x01): | Right thumb |
| FINGPOS_RI (0x02): | Right index finger |
| FINGPOS_RM (0x03): | Right middle finger |
| FINGPOS_RR (0x04): | Right ring finger |
| FINGPOS_RL (0x05): | Right little finger |
| FINGPOS_LT (0x06): | Left thumb |
| FINGPOS_LI (0x07): | Left index finger |
| FINGPOS_LM (0x08): | Left middle finger |
| FINGPOS_LR (0x09): | Left ring finger |
| FINGPOS_LL (0x0A): | Left little finger |

ViewNumber

Sample number for each finger (starts at 0)

ImpressionType

Impression type (should be 0 for SecuGen readers)

| | |
|--------------------|----------------------|
| IMPTYPE_LP (0x00): | Live-scan plain |
| IMPTYPE_LR (0x01): | Live-scan rolled |
| IMPTYPE_NP (0x02): | Non-live-scan plain |
| IMPTYPE_NR (0x03): | Non-live-scan rolled |

ImageQuality

Image quality value (0 – 100). To obtain image quality, use **GetImageQuality()**.

3.6. SGFPMANSITemplateInfo Structure

```
public_struct SGFPMANSITemplateInfo
{
    Int32 TotalSamples;
    SGFPMFingerInfo* SampleInfo[];
};
```

Description

Used when calling **GetAnsiTemplateInfo ()**. The provided information will be put into the template. For **ANSI378**, **ISO19794-2**, and **ISO19794-2 Compact** templates, this information can be seen from the template structure format. For **SG400** templates, this information cannot be seen in the template.

Constructor

SGFPMANSITemplateInfo();

Members

TotalSamples

Indicates the number of samples in a template. One template can have a maximum of 225 samples.

Number of samples = Max finger number 15 * Max View Number 15 = 225

SampleInfo

Information of each sample in a template. Refer to [section 3.4 SGFPMFingerInfo Structure](#).

3.7. SGFPMDeviceName Enumeration

| Members | Value | Description |
|----------------|-------|---|
| DEV_FDU02 | 0x03 | Device code name for FDU02 USB readers |
| DEV_FDU03 | 0x04 | Device code name for FDU03 / SDU03 USB readers |
| DEV_FDU04 | 0x05 | Device code name for FDU04 / SDU04 USB readers |
| DEV_FDU05 | 0x06 | Device code name for U20 USB readers |
| DEV_FDU06 | 0x07 | Device code name for UPx USB readers |
| DEV_FDU06AP | 0x16 | Device code name for UPx-AP USB readers |
| DEV_FDU07 | 0x08 | Device code name for U10 USB readers |
| DEV_FDU08 | 0x0A | Device code name for U20-A USB readers |
| DEV_FDU08A | 0x11 | Device code name for U20-AP USB readers |
| DEV_FDU08AL | 0x17 | Device code name for U20-AL USB readers |
| DEV_FDU09A | 0x12 | Device code name for U30 USB readers |
| DEV_FDU10A | 0x13 | Device code name for U-Air USB readers |
| DEV_FDUSDA | 0x0D | Device code name for U20-ASF-BT (Bluetooth SPP) readers |
| DEV_FDUSDA_BLE | 0x0E | Device code name for U20-ASF-BT (Bluetooth BLE) readers |

3.8. SGFPMPortAddr Enumeration

| Members | Value | Description |
|-----------------|-------|--------------------------------|
| USB_AUTO_DETECT | 0x255 | Finds USB device automatically |

3.9. SGFPMSecurityLevel Enumeration

| Members | Value | Description |
|--------------|-------|--------------|
| NONE | 0 | No security |
| LOWEST | 1 | Lowest |
| LOWER | 2 | Lower |
| LOW | 3 | Low |
| BELOW_NORMAL | 4 | Below Normal |
| NORMAL | 5 | Normal |
| ABOVE_NORMAL | 6 | Above Normal |
| HIGH | 7 | High |
| HIGHER | 8 | Higher |
| HIGHEST | 9 | Highest |

3.10. SGFPMTemplateFormat Enumeration

| Members | Value | Description |
|------------------|--------|--|
| ANSI378 | 0x0100 | ANSI-INCITS 378-2004 Format |
| SG400 | 0x0200 | SecuGen Proprietary Format |
| ISO19794 | 0x0300 | ISO/IEC 19794-2:2005 Format |
| ISO19794_COMPACT | 0x0400 | ISO/IEC 19794-2:2005 Compact Card Format |

3.11. SGFPMError Enumeration

| Members | Value | Description |
|------------------------------|-------|---|
| General Error | | |
| ERROR_NONE | 0 | Function success |
| ERROR_CREATION_FAILED | 1 | Failed to create SGFPM instance |
| ERROR_FUNCTION_FAILED | 2 | Function failed (various reasons) |
| ERROR_INVALID_PARAM | 3 | Invalid parameter |
| ERROR_NOT_USED | 4 | Function is not used or not supported |
| ERROR_DLLLOAD_FAILED | 5 | Cannot load device driver |
| ERROR_DLLLOAD_FAILED_DRV | 6 | Cannot load device driver |
| ERROR_DLLLOAD_FAILED_ALGO | 7 | Cannot load matching module |
| ERROR_NO_LONGER_SUPPORTED | 8 | No longer supported |
| ERROR_DLLLOAD_FAILED_WSQ | 9 | Sgwsqllib.dll not loaded |
| Device Driver Related | | |
| ERROR_SYSLOAD_FAILED | 51 | Failed to load driver sys file |
| ERROR_INITIALIZE_FAILED = 52 | 52 | Failed to initialize device |
| ERROR_LINE_DROPPED | 53 | Image data loss occurred during capture |
| ERROR_TIME_OUT | 54 | Timeout occurred during capture |
| ERROR_DEVICE_NOT_FOUND | 55 | Cannot find the device |
| ERROR_DLLLOAD_FAILED | 56 | Cannot load device driver |
| ERROR_WRONG_IMAGE | 57 | Wrong image – not recognized as a fingerprint image |
| ERROR_LACK_OF_BANDWIDTH | 58 | Not enough USB bandwith to complete the operation |

| | | |
|--|-----|---|
| ERROR_DEV_ALREADY_OPEN | 59 | Device Exclusive Access Error: cannot open the device exclusively |
| ERROR_GETSN_FAILED | 60 | Failed to get Device Serial Number |
| ERROR_UNSUPPORTED_DEV | 61 | Cannot determine device type |
| ERROR_FAKE_FINGER | 62 | Fake finger detected |
| ERROR_FAKE_INITIALIZED | 63 | Initialization of fake module failed |
| Extraction and Matching Related | | |
| ERROR_FEAT_NUMBER | 101 | Not enough minutiae features |
| ERROR_INVALID_TEMPLATE_TYPE | 102 | Wrong template type |
| ERROR_INVALID_TEMPLATE1 | 103 | Error in decoding template 1 |
| ERROR_INVALID_TEMPLATE2 | 104 | Error in decoding template 2 |
| ERROR_EXTRACT_FAIL | 105 | Extraction failed |
| ERROR_MATCH_FAIL | 106 | Cannot find matched template |
| License Related | | |
| ERROR_LICENSE_LOAD | 501 | License file not found |
| ERROR_LICENSE_KEY | 502 | License key is invalid |
| ERROR_LICENSE_EXPIRED | 503 | License expired |
| WSQ Related | | |
| ERROR_NO_IMAGE | 600 | Invalid image |

3.12. SGFPMAutoOnEvent Enumeration

| Members | Value | Description |
|------------|-------|--------------------------|
| FINGER_ON | 0 | Finger is on the sensor |
| FINGER_OFF | 1 | Finger is off the sensor |

3.13. SGFPMessages Enumeration

| Members | Value | Description |
|-----------------|--------|---|
| DEV_AUTOONEVENT | 0x8100 | Device Auto-On message (not supported by FDU02-based readers) |

3.14. SGFPMImpressionType Enumeration

| Members | Value | Description |
|------------|-------|---------------------|
| IMPTYPE_LP | 0x00 | Live-scan plain |
| IMPTYPE_LR | 0x01 | Live-scan rolled |
| IMPTYPE_NP | 0x02 | Nonlive-scan plain |
| IMPTYPE_NR | 0x03 | Nonlive-scan rolled |

3.15. SGFPMFingerPosition Enumeration

| Members | Value | Description |
|------------|-------|---------------------|
| FINGPOS_UK | 0x00 | Unknown finger |
| FINGPOS_RT | 0x01 | Right thumb |
| FINGPOS_RI | 0x02 | Right index finger |
| FINGPOS_RM | 0x03 | Right middle finger |
| FINGPOS_RR | 0x04 | Right ring finger |
| FINGPOS_RL | 0x05 | Right little finger |
| FINGPOS_LT | 0x06 | Left thumb |
| FINGPOS_LI | 0x07 | Left index finger |
| FINGPOS_LM | 0x08 | Left middle finger |
| FINGPOS_LR | 0x09 | Left ring finger |
| FINGPOS_LL | 0x0A | Left little finger |