首先，引入依赖框架 LocalAuthentication.framework

#import <LocalAuthentication/LocalAuthentication.h>

//iOS8.0后才支持指纹识别接口

if ([UIDevice currentDevice].systemVersion.floatValue < 8.0) {

return;

}

- (void)evaluateAuthenticate { //创建LAContext LAContext\* context = [[LAContext alloc] init]; NSError\* error = nil; NSString\* result = @"请验证已有指纹"; //首先使用canEvaluatePolicy 判断设备支持状态 if ([context canEvaluatePolicy:LAPolicyDeviceOwnerAuthenticationWithBiometrics error:&error]) { //支持指纹验证 [context evaluatePolicy:LAPolicyDeviceOwnerAuthenticationWithBiometrics localizedReason:result reply:^(BOOL success, NSError \*error) { if (success) { //验证成功，主线程处理UI } else { NSLog(@"%@",error.localizedDescription); switch (error.code) { case LAErrorSystemCancel: { //系统取消授权，如其他APP切入 break; } case LAErrorUserCancel: { //用户取消验证Touch ID break; } case LAErrorAuthenticationFailed: { //授权失败 break; } case LAErrorPasscodeNotSet: { //系统未设置密码 break; } case LAErrorTouchIDNotAvailable: { //设备Touch ID不可用，例如未打开 break; } case LAErrorTouchIDNotEnrolled: { //设备Touch ID不可用，用户未录入 break; } case LAErrorUserFallback: { [[NSOperationQueue mainQueue] addOperationWithBlock:^{ //用户选择输入密码，切换主线程处理 }]; break; } default: { [[NSOperationQueue mainQueue] addOperationWithBlock:^{ //其他情况，切换主线程处理 }]; break; } } } }]; } else { //不支持指纹识别，LOG出错误详情 NSLog(@"不支持指纹识别"); switch (error.code) { case LAErrorTouchIDNotEnrolled: { NSLog(@"TouchID is not enrolled"); break; } case LAErrorPasscodeNotSet: { NSLog(@"A passcode has not been set"); break; } default: { NSLog(@"TouchID not available"); break; } } NSLog(@"%@",error.localizedDescription); } }

作者：仃虽楠  
链接：http://www.jianshu.com/p/8ba83ec5688a  
來源：简书  
著作权归作者所有。商业转载请联系作者获得授权，非商业转载请注明出处。