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Fingerprint API

scanFingerprint

Request a fingerprint scan on the device.

```
int scanFingerprint ()
```

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

The API will return immediately upon starting the fingerprint scanning service and, if a fingerprint scan is detected, the data will be passed on to the `DeviceListner::onFingerprintScanCompleted` callback listener. The fingerprint scan progress can be checked via `DeviceListner::onFingerprintScanProgress`.

cancelScanFingerprint

Request that the device stop the fingerprint scan.

```
int cancelScanFingerprint()
```

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

pauseFingerprintService

Pause the device's fingerprint service.

```
int pauseFingerprintService()
```

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

resumeFingerprintService

Resume the device's fingerprint service.

```
int resumeFingerprintService()
```

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

verifyFingerprint

Compare the fingerprint template data to see if they have the same fingerprint. It is recommended for 1:1 fingerprint authentication requests.

```
int verifyFingerprint(FingerList userFingers, Finger scanFinger)
```

Parameters

- `userFingers`: list of fingerprint information for a specific user
- `scanFinger`: (In) — scanned user fingerprint information requiring comparison; (Out) — successfully authenticated fingerprint information

Return Code

Returns "SUCCESS" if the fingerprints are identical; returns the corresponding error code if an error occurs.

```
int verifyFingerprint(Finger userFinger, Finger scanFinger)
```

Parameters

- `userFinger`: fingerprint information for a specific user

- `scanFinger`: (In) — scanned user fingerprint information requiring comparison; (Out) — successfully authenticated fingerprint information

Return Code

Returns "SUCCESS" if the fingerprints are identical; returns the corresponding error code if an error occurs.

[Refer to Finger Class](#)
[Refer to FingerList Class](#)

The `scanFinger` parameter is generated and sent to the fingerprint template input by [scanFingerprint](#).
If `verifyFingerprint` is successful, the `scanFinger` id, index and `isUpdated` values are updated and delivered.
`isUpdated` means that you need to update the fingerprint template of the successfully authenticated user.
When `isUpdated` is activated, updating the user's fingerprint template of the application can maintain the authentication performance of the Suprema device at an optimal level.

isSameFingerprint

Compare two pieces of fingerprint template data with each other to see if they have the same fingerprint.

```
int isSameFingerprint(FingerprintTemplate template1, FingerprintTemplate template2)
```

Parameters

- `template1`: fingerprint template 1
- `template2`: fingerprint template 2

[Refer to FingerprintTemplate Class](#)

Return Code

Returns "SUCCESS" if the fingerprints are identical; returns the corresponding error code if an error occurs.

setFingerList

Deliver the fingerprint information template data to be used for 1:N fingerprint authentication. It is used to set the fingerprint information for all users enrolled for the first time in the SDK after running the application.

```
int setFingerList(FingerList fingerList)
```

Parameters

- fingerList: List of fingerprint templates

[Refer to FingerList Class](#)

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

insertFinger

Add the fingerprint information to be used for 1:N fingerprint authentication.

```
int insertFinger(Finger finger)
```

Parameters

- finger: fingerprint information

[Refer to Finger Class](#)

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

updateFinger

Update the fingerprint information to be used for 1:N fingerprint authentication.

```
int updateFinger(Finger finger)
```

Parameters

- finger: fingerprint information

[Refer to Finger Class](#)

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

deleteFinger

Delete the fingerprint information to be used for 1:N fingerprint authentication.

```
int deleteFinger(Finger finger)
```

Parameters

- finger: fingerprint information

[Refer to Finger Class](#)

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

deleteAllFingers

Deletes all fingerprint information to be used for 1:N fingerprint authentication.

```
int deleteAllFingers()
```

Return Code

Returns "SUCCESS" if successfully launched; returns the corresponding error code if an error occurs.

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