

ISO/IEC 30106-3:2020 (E)

Information technology — Object oriented BioAPI — Part 3: C# implementation

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 - 8.1.5.6 UUID Enrol (UnitList unitList, List<BIR> capturedBIRs, BIR referenceTemplate, List<Purpose> purpose, BiometricSubtype subtype, RegistryID outputFormat, byte[] additionalData, List<ResultOptions> options)
 - 8.1.5.7 UUID Enrol (UnitList unitList, int numberOfPresentations, int numberOfAttempts, BIR referenceTemplate, List<Purpose> purpose, BiometricSubtype subtype, RegistryID outputFormat, byte[] additionalData, int timeout, List<ResultOptions> options)
 - 8.1.5.8 UUID Enrol (UnitList unitList, BIR capturedBIR, UUID referenceID, List<Purpose> purpose, BiometricSubtype subtype, RegistryID outputFormat, byte[] additionalData, List<ResultOptions> options)
 - 8.1.5.9 UUID Enrol (UnitList unitList, List<BIR> capturedBIRs, UUID referenceID, List<Purpose> purpose, BiometricSubtype subtype, RegistryID outputFormat, byte[] additionalData, List<ResultOptions> options)
 - 8.1.5.10 UUID Enrol (UnitList unitList, int numberOfPresentations, int numberOfAttempts, UUID referenceID, List<Purpose> purpose, BiometricSubtype subtype, RegistryID outputFormat, byte[] additionalData, int timeout, List<ResultOptions> options)
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- 8.1.5.19 **bool VerifyAggregated (UnitList unitList, int maxFMRrequested, BIR inputBIR, BIR referenceTemplate, BiometricSubtype subtype, int timeout, List<ResultOptions> options)**
- 8.1.5.20 **bool VerifyAggregated (UnitList unitList, int maxFMRrequested, UUID referenceKey, BiometricSubtype subtype, int timeout, List<ResultOptions> options)**
- 8.1.5.21 **bool VerifyAggregated (UnitList unitList, int maxFMRrequested, BIR inputBIR, UUID referenceKey, BiometricSubtype subtype, int timeout, List<ResultOptions> options)**
- 8.1.5.22 **void SetPowerMode (int unitID, UnitPowerMode powerMode)**
- 8.1.5.23 **void SubscribeToGUIEvents (GUISelectEventCallback guiSelectEventCallback, GUIStateEventCallback guiStateEventCallback, GUIProgressEventCallback guiProgressEventCallback)**
- 8.1.5.24 **void UnsubscribeFromGUIEvents ()**

9 Framework level

- 9.1 **Interface IComponentRegistry**
 - 9.1.1 **Description**
 - 9.1.2 **Method summary**
 - 9.1.2.1 **void InstallBFP (BFPSchema bfpSchema, bool update)**
 - 9.1.2.2 **void InstallBSP (BSPSchema bspSchema, bool update)**
 - 9.1.2.3 **void UninstallBFP (UUID bfpUUID)**
 - 9.1.2.4 **void UninstallBSP (UUID bspUUID)**
- 9.2 **Interface IFramework**
 - 9.2.1 **Description**
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 - 9.2.3 **Properties summary**
 - 9.2.4 **Method summary**
 - 9.2.4.1 **void BSPLoad (UUID bspID, BFPEventCallback notifyCallback, BFPEnumerationCallback bfpEnumerationCallback, String context)**
 - 9.2.4.2 **void BSPUnload (UUID bspID, String context)**
 - 9.2.4.3 **void EnableEventNotifications (UUID bspID, List<EventKind> events)**
 - 9.2.4.4 **List<BFPSchema> EnumBFPs ()**
 - 9.2.4.5 **List<BSPSchema> EnumBSPs ()**
 - 9.2.4.6 **void Init (String version)**
 - 9.2.4.7 **List<BFPListElement> QueryBFPs (UUID bspUUID)**
 - 9.2.4.8 **List<UnitSchema> QueryUnits (UUID bspUUID)**
 - 9.2.4.9 **void Terminate ()**

10 Application interaction

- 10.1 **class BioAPIException : Exception**
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 - 10.1.2 **Constructor summary**
 - 10.1.2.1 **public BioAPIException (Facility source, int code)**
 - 10.1.2.2 **public BioAPIException (Facility source, int code, string message)**
 - 10.1.2.3 **public BioAPIException (Facility source, int code, string message, Exception cause)**
 - 10.1.2.4 **public BioAPIException (Facility source, int code, Exception cause)**
 - 10.1.3 **Properties summary**
 - 10.1.3.1 **public int ErrorCode**
 - 10.1.3.2 **public Facility Source**
 - 10.1.4 **Method summary**
 - 10.1.4.1 **public int GetErrorCode()**
 - 10.1.4.2 **public Facility GetSource()**
- 10.2 **Callback functions**
 - 10.2.1 **Description**
 - 10.2.2 **Callback functions specification**
 - 10.2.2.1 **delegate void BSPEventCallback (object sender, UUID bspUUID, int unitID, UnitSchema unitSchema, EventKind eventKind)**
 - 10.2.2.2 **delegate bool GUISelectEventCallback (object sender, UUID bspUUID, int unitID, GUIEnrolType enrolType, GUIOperation operation, GUIMoment moment, int resultCode, int maxNumEnrollSamples, List<BiometricSubtype> selectableInstances, List<BiometricSubtype> selectedInstances, List<BiometricSubtype> capturedInstances, string text, GUIResponse response)**
 - 10.2.2.3 **delegate bool GUIStateEventCallback(object sender, UUID bspUUID, int unitID, GUIOperation operation, GUISuboperation suboperation, Purpose purpose, GUIMoment**

- moment, int resultCode, int EnrolSampleIndex, List<GUIBitmap> bitmaps, string text, GUIResponse response, int enrolSampleIndexToRecapture)
- 10.2.2.4 delegate bool GUIProgressEventCallback(object sender, UUID bspUUID, int unitID, GUIOperation operation, GUISuboperation suboperation, Purpose purpose, GUIMoment moment, byte suboperationProgress, List<GUIBitmap> bitmaps, string text, GUIResponse response)
- 10.2.2.5 delegate void BFPEventCallback(object sender, UUID bfpUUID, int unitID, UnitSchema unitSchema, EventKind eventKind)
- 10.2.2.6 delegate void BFPGUIProgressEventCallback(object sender, int unitID, String context, List<GUIBitmap> bitmaps, byte response)
- 10.2.2.7 delegate List<BFPSchema> BFPEnumerationCallback()

Annex A (informative) Calling sequence examples and sample code

- A.1 Reference implementation
- A.2 API Architecture

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