



Image Generator SDK

Integration Guide

Version: 4.23

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Contents

- 1 Introduction 1**
- 2 What's new in the Image Generator SDK 2**
 - 2.1 Version 4.23.0 3
- 3 Usage of the Image Generator SDK 5**
 - 3.1 Overview 6
 - 3.2 GenerateBWQRCode 8
 - 3.3 GenerateCrontoSign and GenerateDynamicCrontoImage 9
- 4 Integrate the Image Generator SDK 12**
 - 4.1 Integrate the OneSpan Image Generator SDK in a Java Project13
 - 4.2 Integrate the OneSpan Image Generator SDK in a .NET Project14

Figures

Figure 1: QR Code 6

Figure 2: Cronto Image 6

Tables

Table 1: GenerateBWQRCode parameters 8

Table 2: Number of squares in generated images 9

Table 3: GenerateCrontoSign / GenerateDynamicCrontoImage parameters10

Procedures

To use the OneSpan Image Generator SDK in your Java project	13
To use the OneSpan Image Generator SDK in your .NET project	14

Welcome to the Image Generator SDK Integration Guide! This guide describes how to integrate the Image Generator SDK into any application.

This guide provides information about:

- Functions of the Image Generator SDK, with parameter and method descriptions
 - Integration steps
-

What's new in the Image Generator SDK

2

This section provides an overview of changes introduced in the Image Generator SDK to facilitate the integration of the SDK and provide information on backward compatibility.

2.1 Version 4.23.0

3

2.1 Version 4.23.0

2.1.1 .NET

Migrated from .NET Framework to .NET 6.

The SDK has been migrated from .NET Framework to .NET 6 to leverage the upgraded features.

Re-factored SDK

The Image Generator SDK has been re-factored to modernize and improve the code resulting in a number of code changes. We recommend that you review your integrations to make sure these changes are reflected in your code.

General changes

- Migrated from .NET Framework to .NET 6
- Renamed the namespace `Com.Vasco` to `Vasco`
- Added the `CrontoImageResponse` class

Changes in the `ImageGeneratorSDKException` class

- Updated the `GetErrorMessage()` method to the `Message` property
- Updated the `GetErrorCode()` method to the `ErrorCode` property
- Deleted the `SetErrorCode()` method
- Updated the `GetCause()` method to the `Cause` property
- Deleted the `SetCause()` method

Changes in the `BWQRCodeResponse` class

- Updated the `imageBitmap` constructor parameter type from `System.Drawing.Bitmap` to `SkiaSharp.SKBitmap`
- Updated the `getImage()` method to `ImageBitmap` property
- Deleted the `setImage()` method
- Updated the `getBooleanMatrix()` method to the `BooleanMatrix` property

- Updated the `setBooleanMatrix(bool[][] booleanMatrix)` method to the `BooleanMatrix` property

Changes in the `ImageGeneratorSDK` class

- Updated the `GenerateCrontoSign` method return type from `System.Drawing.Bitmap` to `CrontoImageResponse`
- Updated the `GenerateDynamicCrontoImage` method return type from `System.Drawing.Bitmap` to `CrontoImageResponse`

This section contains an overview of the Image Generator SDK and information about the functions of the SDK.

3.1 Overview	6
3.2 GenerateBWQRCode	8
3.3 GenerateCrontoSign and GenerateDynamicCrontoImage	9

3.1 Overview

The OneSpan Image Generator SDK generates standard black and white **QR codes**¹ and **Cronto images**² from a string value.



Figure 1: QR Code

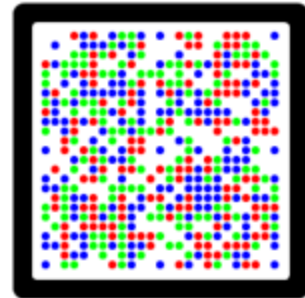


Figure 2: Cronto Image

The Image Generator SDK package includes the following:

- ImageGeneratorSDK.jar for Java platforms
- ImageGeneratorSDK.dll for .NET platforms

The Image Generator SDK can be used on a variety of devices and supports the following platforms:

- Image Generator SDK Java edition: Java-enabled platforms (JDK 1.8 and later)
- Image Generator SDK .NET edition: .NET 6 and later

3.1.1 Supported image formats

QR code

A **QR code** is a two-dimensional bar code. It is composed of black modules (square dots) arranged in a square grid on a white background. The QR code is defined as an

¹Two-dimensional bar code composed of black modules that are arranged in a square grid on a white background.

²Specific colorful cryptogram, similar to a QR code; used for visual transaction signing.

ISO (ISO/IEC18004) standard.

Cronto image

A **Cronto image** is a specific visual cryptogram which is composed of four components:

- An image that consists of several squares (e.g. 25 x 25 squares), and each square has a specific color. The colors used are white, red, green, or blue.
- A black border with a width of two squares.
- A *quiet zone* outside the black border with a width of at least two squares.
- A *quiet zone* inside the black border with a width of one square.

The data starts from the top-left corner downwards and proceeds by columns; a **Cyclic redundancy check**¹ checksum is added for error detection.

¹Cyclic redundancy check.

3.2 GenerateBWQRCode

The GenerateBWQRCode method is used to generate QR code images according to ISO No.18004.

3.2.1 Parameters

Table 1: GenerateBWQRCode parameters

Parameter name	Data type	Description
imageSize	int	Width of a QR code image in pixels. The minimum image size is 25 pixels (ImageGeneratorSDKConstants.QR_CODE_MIN_IMAGE_SIZE), the maximum image size is 700 pixels (ImageGeneratorSDKConstants.QR_CODE_MAX_IMAGE_SIZE).
inputValue	String	The string to be encoded.
errorCorrectionLevel	int	The error correction level. Possible values can be retrieved from the ImageGeneratorSDKConstants class; they are: <ul style="list-style-type: none">• QR_CODE_ERROR_CORRECTION_LEVEL_LOW• QR_CODE_ERROR_CORRECTION_LEVEL_MIDDLE• QR_CODE_ERROR_CORRECTION_LEVEL_QUALITY• QR_CODE_ERROR_CORRECTION_LEVEL_HIGH

3.2.2 Return value

The returned value is a BWQRCodeResponse object. It contains the QR code image (which is a buffered image object in the Java edition and a SkiaSharp bitmap object in the .NET edition), as well as the associated Boolean matrix.

For more information about this method, refer to the technical documentation delivered in the Image Generator SDK package in addition to this guide.

3.3 GenerateCrontoSign and GenerateDynamicCrontoImage

The Image Generator SDK provides two APIs to generate Cronto images:

- **GenerateCrontoSign:** This method is used to generate Cronto images with 25 x 25 squares. This type of Cronto image is limited to data with a size of max. 200 hexadecimal characters (i.e. 100 bytes).

Use the **GenerateCrontoSign** method to generate Cronto images compatible with OneSpan hardware authenticators (e.g. Digipass 760, Digipass 780).

NOTE: This method also exists without the `onPaper` parameter; in that case this parameter is set to true.

- **GenerateDynamicCrontoImage:** This method is used to generate Cronto images with a dynamic number of squares. This type of Cronto image is limited to data with a size of max. 1070 hexadecimal characters (i.e. 535 bytes).

CAUTION: The Cronto images generated with the **GenerateDynamicCrontoImage** method cannot be scanned by OneSpan hardware authenticators (e.g. Digipass 760, Digipass 780).

Table 2 lists the relation between the size of the data embedded in a generated image and the number of squares of the generated image.

Table 2: Number of squares in generated images

Data in bytes	Number of squares
0–100	25 x 25
101–199	35 x 35
200–351	45 x 45
352–535	55 x 55

3.3.1 Parameters

Table 3 lists the parameters of the **GenerateCrontoSign** and **GenerateDynamicCrontoImage** methods.

Table 3: GenerateCrontoSign / GenerateDynamicCrontoImage parameters

Parameter name	Data type	Description
squareSize	int	The size in pixel of a Cronto image color square. The minimum square size is 1 pixel (ImageGeneratorSDKConstants.CRONTOSIGN_MIN_SQUARE_SIZE), the maximum square size is 80 pixels (ImageGeneratorSDKConstants.CRONTOSIGN_MAX_SQUARE_SIZE).
inputValue	String	The hexadecimal string to be encoded.
onPaper	bool	True if the image is generated to be printed on paper; in that case, the scanning process is optimized and the detection speed is improved.

3.3.2 Return value

The returned value is a buffered Image object in the Java edition and a SkiaSharp bitmap object in the .NET edition.

For more information about this method, refer to the technical documentation delivered in the Image Generator SDK package.

3.3.3 Additional considerations

To achieve faster results when the end-user scans the image from paper, your images must be printed according to these guidelines:

- Print on matte paper to avoid reflections on the image.
- Print colored images in high contrast to ensure clear and distinct colors. Common color problems arise due to an insufficient difference between blue and green, or blue and black—ensure to have a clear contrast between those colors.
- The closer the paper image colors are to the screen image colors, the better the scanning performance will be.
- Depending on your printer, colors on printed images can differ completely from those displayed on your monitor. This is due to predefined color profiles in your printer configuration which create images with mismatching colors. If your printer allows it, change or disable this profile.

- The paper used to print the image must not be creased.
- If your printed images are too small, they may not be correctly detected for scanning. Optimal sizes of printed images to be scanned are:
 - 7 x 7 cm for 55 points
 - 6 x 6 cm for 45 points
 - 5 x 5 cm for 35 points, and
 - 4 x 4 cm for 25 points.

For a correct scan of an image, the end user must comply with these guidelines:

- To scan the image, sufficient light is required.
- During the scan, ensure that the camera is placed in front of the image.
- Do not scan too far or too close from the image; the scanning screen must contain the whole content of the image. When scanning the image, ensure that the rendered image on the scanning screen is at least half the size of the shorter side of the screen.

4.1 Integrate the OneSpan Image Generator SDK in a Java Project	13
4.2 Integrate the OneSpan Image Generator SDK in a .NET Project	14

4.1 Integrate the OneSpan Image Generator SDK in a Java Project

The following procedure allows you to integrate and use the OneSpan Image Generator SDK in your Java project.

- ▶ To use the OneSpan Image Generator SDK in your Java project
 1. Link ImageGeneratorSDK.jar from the OneSpan Mobile Security Suite package to your project's classpath.
 2. Link UtilitiesSDK.jar from the OneSpan Mobile Security Suite package to your project's classpath.

You are now ready to use the OneSpan Image Generator SDK. For more information how to integrate the functions, see [3 Usage of the Image Generator SDK](#).

4.2 Integrate the OneSpan Image Generator SDK in a .NET Project

The following procedure allows you to integrate and use the OneSpan Image Generator SDK in your .NET project.

- ▶ To use the OneSpan Image Generator SDK in your .NET project
 1. Add a reference to ImageGeneratorSDK.dll from the OneSpan Mobile Security Suite package to your project.
 2. Add a Nuget package reference to SkiaSharp version 2.88.3.
 3. Add a Nuget package reference to ZXing.Net version 0.16.8.

You are now ready to use the OneSpan Image Generator SDK. For more information how to integrate the functions, see [3 Usage of the Image Generator SDK](#).