



Image Generator SDK

Integration Guide

Version: 4.24

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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

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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.

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2.1 Version 4.24.0

2.1.1 .NET

General changes

- Added IImageGeneratorSDK interface
- Renamed namespace from Vasco to OneSpan
- Added C# XML comments

2.2 Previous versions

2.2.1 Version 4.23.0

.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(boolean[][] 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

Android

Target API increased to Android 12 (API 31)

To meet new requirements for apps published on the Google Play Store, the target version of the SDK has been increased to Android 12 with API 31 or higher. This change is needed to avoid APK rejection caused by security issues found with the older API versions.

Minimum supported version increased to Android 6 (API 23)

The minimum supported version has been increased to fully support new features and devices. Deprecated code has been replaced and simplified to be compatible with API 23 or higher.

iOS

Increased the minimum supported version to iOS 13

The minimum supported version has been increased to fully support all ARM64 devices and SwiftUI features. Deprecated code has been removed and replaced with code fully supporting iOS 13 or higher.

Fixed internal error conversion issues

Error codes converted between Objective-C and Swift need to have the NSError setting implemented to display the correct value. Without this setting, the wrong codes could be displayed from the enum. The setting has been implemented in all the remaining error handling objects.

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

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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

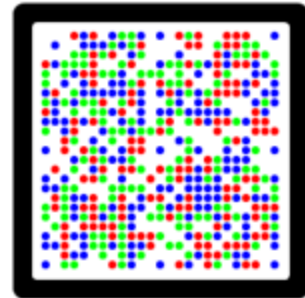


Figure 2: Cronto Image

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
<code>squareSize</code>	<code>int</code>	The size in pixel of a Cronto image color square. The minimum square size is 1 pixel (<code>ImageGeneratorSDKConstants.CRONTOSIGN_MIN_SQUARE_SIZE</code>), the maximum square size is 80 pixels (<code>ImageGeneratorSDKConstants.CRONTOSIGN_MAX_SQUARE_SIZE</code>).
<code>inputValue</code>	<code>String</code>	The hexadecimal string to be encoded.
<code>onPaper</code>	<code>bool</code>	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.

Integrate the Image Generator SDK

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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](#).