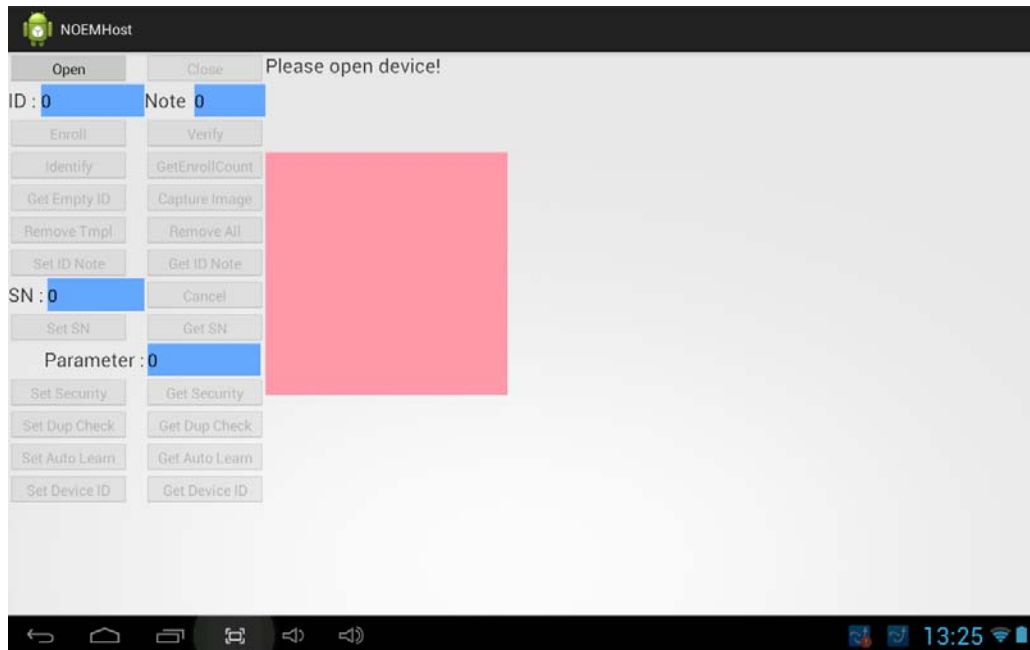
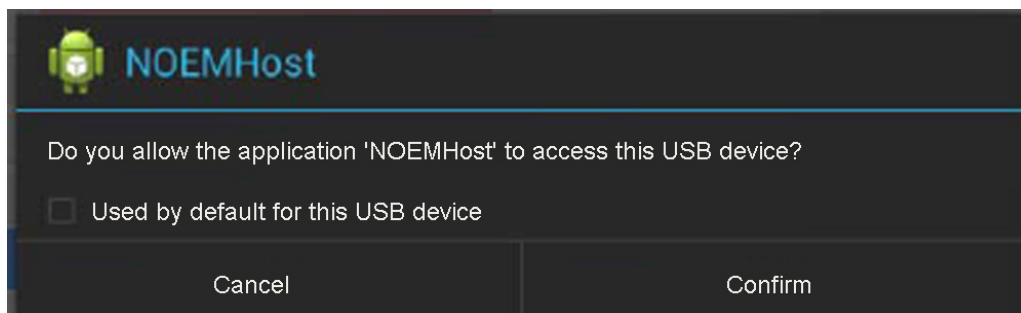


Android Fingerprint Recognition Device Demo Program Concise Manual:

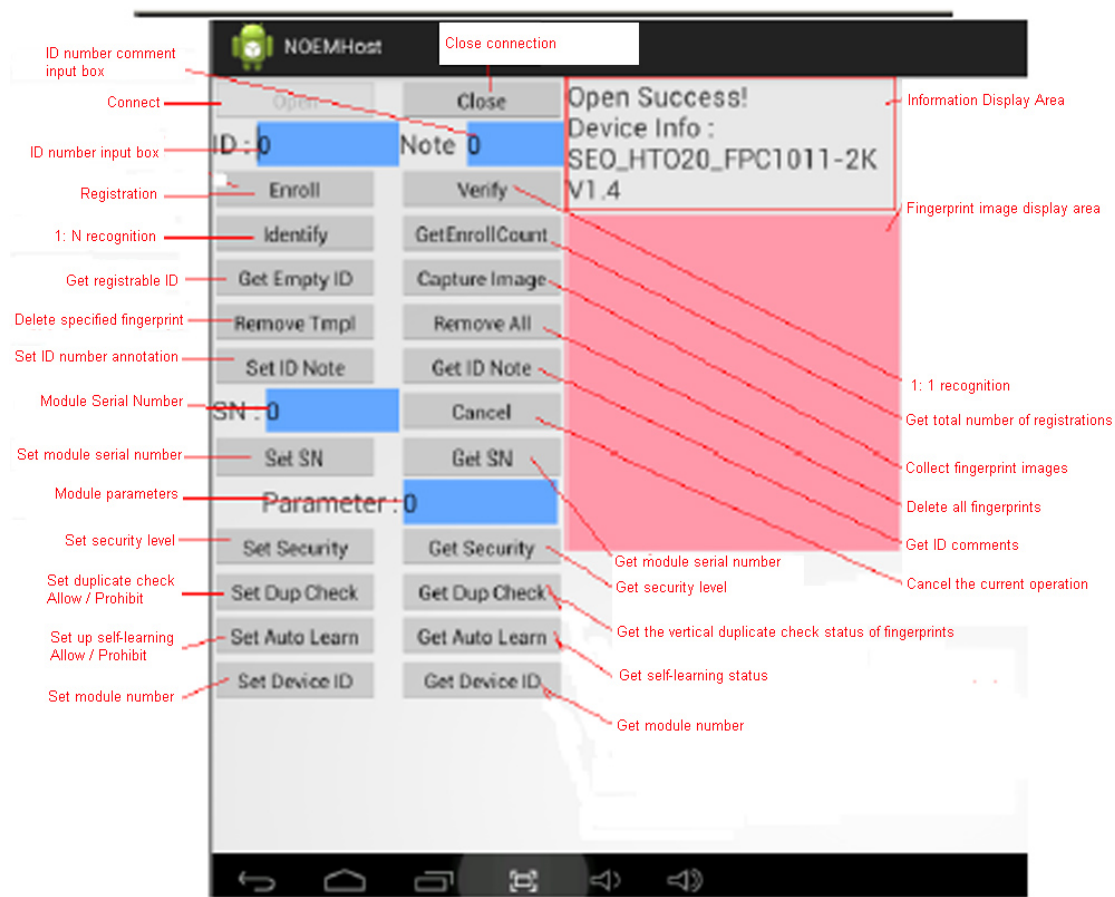
1. Connect the fingerprint scanner with a USB OTG cable
2. Run NOEMHost.apk as shown in the following figure:



3. Click the "Open" button, and the following will pop up



4. Click "Used by default for this USB device" and then click "OK". After success, as shown in the following figure:



5. Usage:

5.1 Registration fingerprint: Click on the ID number input box, a virtual keyboard will pop up, enter the ID number to be registered, and then press "ENROLL",

Press the same finger three times to complete.

5.2 Recognition: After registering the fingerprint, click the "Identify" button and press your finger to achieve 1: N recognition

5.3 Verification: Enter the ID number to be compared in the ID number input box and press your finger to verify

5.4 Delete a fingerprint: Enter the ID number to be deleted in the ID number input box and press "Remove Tmpl" to delete it

5.5 Clearing fingerprints: simply click the "Remove All" button

5.6 Retrieve the total number of registered fingerprints: Click on the "FHIR nrollCount" button

5.7 Obtain Registered ID Number: Click on the "Get Empty ID" button

5.8 Reading fingerprint image: Click the "Capture Image" button, then press your finger to capture a frame of fingerprint image and display it

Concept explanation:

ID Note: 64 byte data, which can be used for the detailed description of the corresponding ID number (such as: name, ID number, number that allows an APP program to be enabled, etc.)

Dup Check: Used to allow/disable the detection of duplicate fingerprints. The default setting is: Allow
security level: 1-5, which can be set. The higher the value, the higher the security level. The default setting for the module is 3

Auto Learn function: After successful recognition, the fingerprint template data in the database is fused with the currently collected fingerprint data to update the corresponding fingerprint template data in the database. Module default setting: Allow