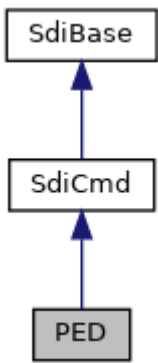


## PED Class Reference

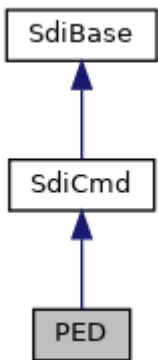
```
#include <sdi_if.h>
```

Inheritance diagram for PED:



[\[legend\]](#)

Collaboration diagram for PED:



[\[legend\]](#)

## Public Types

```
enum NavigatorMode { NAVIGATOR\_MODE\_OFF,  
                  NAVIGATOR\_MODE\_DOUBLE\_TAB,  
                  NAVIGATOR\_MODE\_TACTILE\_BUTTON  
                  }
```

## Public Member Functions

- void [setTimeout](#) (unsigned seconds)  
Set PIN input dialog timeout (DFA005) for [startPinEntry\(\)](#). [More...](#)
- bool [setDefaultTimeout](#) (unsigned seconds)  
Configure PIN input dialog default timeout (22-02) [More...](#)
- void [setTouchCoordinates](#) (const unsigned char \*array, unsigned size)  
configure touch coordinates (DFA024) for [startPinInput\(\)](#) and [startPinEntry\(\)](#). [More...](#)
- void [setNavigatorMode](#) (enum [NavigatorMode](#) mode)  
Activate Navigator Mode (DFA025) for [startPinInput\(\)](#) and [startPinEntry\(\)](#). [More...](#)
- void [setPinDigitCountMinMax](#) (unsigned char [min](#), unsigned char [max](#))  
Change PIN digit count limits (DFA02B and DFA02C) for [sendPinInputParameters\(\)](#), [startPinInput\(\)](#) and [startPinEntry\(\)](#). [More...](#)
- void [setLanguage](#) (unsigned char lang)  
Set language (DFA008) for Pin input dialog of [startPinInput\(\)](#). [More...](#)
- void [setAmount](#) (const unsigned char \*amount)  
Amount (9F02) for PIN input dialog of [startPinInput\(\)](#) [More...](#)
- void [setCurrency](#) (const unsigned char \*currency)  
Currency (5F2A) for PIN input dialog of [startPinInput\(\)](#) [More...](#)
- void [setAppLabel](#) (const std::string &appLabel)  
Card application label (DFA037) for PIN input dialog of [startPinInput\(\)](#) [More...](#)
- int [startPinInput](#) ()  
Send command for PIN input (22-01). [More...](#)
- int [startPinInput](#) (bool enablePinBypass)  
Send command for PIN input (22-01). [More...](#)
- bool [startPinEntry](#) (unsigned pinBypassKey=0)  
Send command for asynchronous PIN input (22-03, polling mode). [More...](#)
- bool [pollPinEntry](#) (std::vector< unsigned char > &status)  
poll PIN input status after [startPinEntry\(\)](#) (22-04) [More...](#)
- bool [stopPinEntry](#) ()  
abort PIN entry (22-05) [More...](#)
- bool [setPinInputClearKeyMode](#) (bool clearAllDigits)  
Configure behavior of the backspace key for the PIN input dialog (22-06). [More...](#)
- void [setClearKeyMode](#) (bool clearAllDigits)  
Setter for clear key behavior (DFA02F) for [sendPinInputParameters\(\)](#), [startPinInput\(\)](#) and [startPinEntry\(\)](#). [More...](#)
- void [setPinBypassKeyAndMode](#) (unsigned char [value](#))  
Set PIN bypass key and mode bit mask (DFA104) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#). [More...](#)
- void [setAutoConfirmation](#) (bool enable)

Set automatic confirmation when maximum digits are entered (DFA02E) for [sendPinInputParameters\(\)](#), [startPinInput\(\)](#) and [startPinEntry\(\)](#). [More...](#)

void [setDialogOptions](#) (uint32\_t options)  
Set dialog option bit mask (DFA13D) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#). [More...](#)

void [setIntercharTimeout](#) (uint32\_t millis)  
Set inter-character timeout (DFA035) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#). [More...](#)

void [setHeaderLabel](#) (const std::string &label)  
Set label for header area (DFA143) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#). [More...](#)

void [setEchoChar](#) (uint32\_t unicode)  
Set PIN echo character as unicode (DFA036) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#). [More...](#)

bool [sendPinInputParameters](#) (bool epp=true)  
Send parameters that have been set before (22-06). [More...](#)

enum [SDI\\_SW12](#) [receiveGetPinResult](#) ()  
Receive Pin Input result after [startPinInput\(\)](#). [More...](#)

bool [getPinBypassKey](#) (unsigned char &value)  
Get PIN bypass key after [startPinInput\(\)](#) and [receiveGetPinResult\(\)](#). [More...](#)

► Public Member Functions inherited from [SdiCmd](#)

[SdiCmd](#) ()

virtual [~SdiCmd](#) ()

enum [SDI\\_SW12](#) [sendReceive](#) (unsigned char cla, unsigned char ins, unsigned char p1=0, unsigned char p2=0, unsigned maxResponseSize=2048)  
Generic SDI command exchange function combining sending of request, waiting and receiving the response. [More...](#)

int [send](#) (unsigned char cla, unsigned char ins, unsigned char p1=0, unsigned char p2=0)  
Like [sendReceive\(\)](#) but without waiting for response. [More...](#)

enum [SDI\\_SW12](#) [receive](#) (unsigned maxResponseSize=2048)  
Receive SDI response after request has been send with [send\(\)](#) and data availability has been signaled. [More...](#)

void [set](#) (const char \*path, int value, unsigned fixedLength=0)  
Set integer data object SDI command. [More...](#)

void [set](#) (const char \*path, uint32\_t value, unsigned fixedLength=0)  
Set unsigned integer data object SDI command. [More...](#)

void [set](#) (const char \*path, const unsigned char \*data, unsigned dataLen)  
Set byte array data object in SDI command. [More...](#)

void [set](#) (const char \*path, unsigned char byteValue)  
Set single byte value in SDI command. [More...](#)

void [set](#) (const char \*path, const std::vector< unsigned char > &data)  
Set byte array data object in SDI command. [More...](#)

void [set](#) (const char \*path, const std::string &value)  
Set character data object in SDI command. [More...](#)

void [setCommandDestination](#) (bool epp, bool force=false)  
Set command destination for systems with EPP Unless force the command destination is set only if parameter epp is true. [More...](#)

virtual void [clear](#) ()  
Remove all SDI command command input data. [More...](#)

virtual void [clear](#) (const char \*path)  
Remove single input data stored in [dataIn](#). [More...](#)

virtual void [clearResults](#) ()  
Remove all SDI response data. [More...](#)

void [importResults](#) (const [SdiCmd](#) &intermediate)  
Transfer status word, client error and response data from an intermediate command while keeping command input data. [More...](#)

void [importResults](#) (const unsigned char \*sw12, const unsigned char \*tlvData, unsigned tlvSize)  
Inject result data from a call back. [More...](#)

bool [get](#) (const char \*path, int &value)

bool [get](#) (const char \*path, uint32\_t &value)

int [get](#) (const char \*path, unsigned char \*buffer, unsigned bufferSize)

bool [get](#) (const char \*path, unsigned char &value)

bool [get](#) (const char \*path, std::vector< unsigned char > &buffer)

bool [get](#) (const char \*path, std::string &value)

std::string [getString](#) (const char \*path)

► Public Member Functions inherited from [SdiBase](#)

[SdiBase](#) ()

enum [SDI\\_SW12](#) [getSdiSw12](#) ()

int [getAdditionalResultValue](#) ()  
Access Additional Result Value if returned in SDI response. [More...](#)

[SDIClientError](#) [getClientError](#) ()  
Access client side error codes. [More...](#)

enum [SDI\\_SW12](#) [receiveSW12](#) ()  
Receive SDI server response with no data. [More...](#)

void [clear](#) ()  
clear result data obtained from SDI communication [More...](#)

void [importResults](#) (const [SdiBase](#) &intermediate)  
set result data obtained from intermediate SDI communication [More...](#)

## Additional Inherited Members

▶ Protected Member Functions inherited from [SdiBase](#)

void [setSdiSw12](#) (enum [SDI\\_SW12](#) s)  
void [setClientError](#) (int libsdiprotocol\_result)

▶ Protected Attributes inherited from [SdiCmd](#)

void \* [dataIn](#)  
Command input buffer collecting TLV data items. [More...](#)

void \* [dataOut](#)  
Command response TLV data items. [More...](#)

▶ Protected Attributes inherited from [SdiBase](#)

unsigned short [sw12](#)  
int [additionalResultValue](#)  
[SDICLIENT\\_ERROR](#) [clientErr](#)

## Detailed Description

Interface for PIN input dialog control [PED Interface](#)

## Member Enumeration Documentation

### ? [NavigatorMode](#)

enum [NavigatorMode](#)

Navigator Mode is used for barrier-free PIN entry on touch-only devices

#### Enumerator

NAVIGATOR\_MODE\_OFF Navigator Mode disabled.

NAVIGATOR\_MODE\_DOUBLE\_TAB mode 1 with double tap

NAVIGATOR\_MODE\_TACTILE\_BUTTON mode 2 with tactile button

## Member Function Documentation

### ? [getPinBypassKey\(\)](#)

bool getPinBypassKey ( unsigned char & *value* )

Get PIN bypass key after [startPinInput\(\)](#) and [receiveGetPinResult\(\)](#).

This is for the case that multiple bypass keys are possible

Parameters

[out] value key code (see 22-01 documentation, DFA038) return true if information had been received

## **? pollPinEntry()**

bool pollPinEntry ( std::vector< unsigned char > & *status* )

poll PIN input status after [startPinEntry\(\)](#) (22-04)

Parameters

[out] status like described for tag DFA000

Returns

true for success

## **? receiveGetPinResult()**

enum [SDI\\_SW12](#) receiveGetPinResult ( )

Receive Pin Input result after [startPinInput\(\)](#).

This is the alternative to [receiveSW12\(\)](#) if data is expected, e.g. if two bypass keys are possible and [getPinBypassKey\(\)](#) will be called later.

## **? sendPinInputParameters()**

bool sendPinInputParameters ( bool *epp* = true )

Send parameters that have been set before (22-06).

Note: This command should be used to configure standard mode behavior only and therefore the command destination defaults to EPP

Setters

[setClearKeyMode\(\)](#) for DFA02F

[setPinBypassKeyAndMode\(\)](#) for DFA104

[setPinDigitCountMinMax\(\)](#) for DFA02B and DFA02C

[setDialogOptions\(\)](#) for DFA13D

[setHeaderLabel\(\)](#) for DFA143

[setIntercharTimeout\(\)](#) for DFA035

[setAutoConfirmation\(\)](#) for DFA02E

[setEchoChar\(\)](#) for DFA036

Parameters

[in] epp command destination, default is true for EPP

### **? [setAmount\(\)](#)**

void setAmount ( const unsigned char \* *amount* )

Amount (9F02) for PIN input dialog of [startPinInput\(\)](#)

this option is valid in standard mode only

Parameters

[in] amount n12 (6 bytes)

### **? [setAppLabel\(\)](#)**

void setAppLabel ( const std::string & *appLabel* )

Card application label (DFA037) for PIN input dialog of [startPinInput\(\)](#)

this option is valid in standard mode only

Parameters

[in] appLabel Card application as UTF-8 string

## **? setAutoConfirmation()**

void setAutoConfirmation ( bool *enable* )

Set automatic confirmation when maximum digits are entered (DFA02E) for [sendPinInputParameters\(\)](#), [startPinInput\(\)](#) and [startPinEntry\(\)](#).

Parameters

[in] enable enable auto confirmation

## **? setClearKeyMode()**

void setClearKeyMode ( bool *clearAllDigits* )

Setter for clear key behavior (DFA02F) for [sendPinInputParameters\(\)](#), [startPinInput\(\)](#) and [startPinEntry\(\)](#).

Parameters

[in] clearAllDigits true: Clear all input, false: Just clear one digit.

## **? setCurrency()**

void setCurrency ( const unsigned char \* *currency* )

Currency (5F2A) for PIN input dialog of [startPinInput\(\)](#)

this option is valid in standard mode only

Parameters

[in] currency n3 (2 bytes, padded left with '0')

## **? setDefaultTimeout()**

bool setDefaultTimeout ( unsigned *seconds* )

Configure PIN input dialog default timeout (22-02)

This timeout will be applied in case [setTimeout\(\)](#) has not been invoked.



## Parameters

[in] seconds PIN input dialog timeout

## Returns

true in case of successful execution

## [? setDialogOptions\(\)](#)

void setDialogOptions ( uint32\_t *options* )

Set dialog option bit mask (DFA13D) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#).

## Parameters

[in] options Option bit mask

## [? setEchoChar\(\)](#)

void setEchoChar ( uint32\_t *unicode* )

Set PIN echo character as unicode (DFA036) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#).

## Parameters

[in] unicode unicode code

## [? setHeaderLabel\(\)](#)

void setHeaderLabel ( const std::string & *label* )

Set label for header area (DFA143) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#).

Setting empty value resets the default.

## Parameters

[in] label Label

## [? setIntercharTimeout\(\)](#)

void setIntercharTimeout ( uint32\_t *millis* )

Set inter-character timeout (DFA035) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#).

Parameters

[in] millis timeout in milli seconds

### **? setLanguage()**

void setLanguage ( unsigned char *lang* )

Set language (DFA008) for Pin input dialog of [startPinInput\(\)](#).

this option is valid in standard mode only

Parameters

[in] lang language code

### **? setNavigatorMode()**

void setNavigatorMode ( enum [NavigatorMode](#) *mode* )

Activate Navigator Mode (DFA025) for [startPinInput\(\)](#) and [startPinEntry\(\)](#).

### **? setPinBypassKeyAndMode()**

void setPinBypassKeyAndMode ( unsigned char *value* )

Set PIN bypass key and mode bit mask (DFA104) for [sendPinInputParameters\(\)](#) and [startPinInput\(\)](#).

Parameters

[in] value value for DFA104

### **? setPinDigitCountMinMax()**

void setPinDigitCountMinMax ( unsigned char *min*,  
                                  unsigned char *max*  
                                  )

Change PIN digit count limits (DFA02B and DFA02C) for [sendPinInputParameters\(\)](#), [startPinInput\(\)](#) and [startPinEntry\(\)](#).

The default values are 4 and 12. Calling this method is only required if other values shall be applied.

Parameters

[in] min minimal number of PIN digits [4..12]

[in] max maximal number of PIN digits [4..12]

## **? setPinInputClearKeyMode()**

bool setPinInputClearKeyMode ( bool *clearAllDigits* )

Configure behavior of the backspace key for the PIN input dialog (22-06).

Note: In contrast to other setters this function sends this single configuration immediately. This is somewhat obsolete as there are [setClearKeyMode\(\)](#) and [sendPinInputParameters\(\)](#) can do the same together with other parameters.

Parameters

[in] clearAllDigits true: Clear all input, false: Just clear one digit.

## **? setTimeout()**

void setTimeout ( unsigned *seconds* )

Set PIN input dialog timeout (DFA005) for [startPinEntry\(\)](#).

This timeout will be used for PIN entries started with this object and replaces the SDI services default timeout configured via setDefaultTimeout.

Parameters

[in] seconds PIN input dialog timeout

## **? setTouchCoordinates()**

```
void setTouchCoordinates ( const unsigned char * array,
                          unsigned           size
                          )
```

configure touch coordinates (DFA024) for [startPinInput\(\)](#) and [startPinEntry\(\)](#).

Each key consists of x-position b2 y-position b2 button width b2 button height b2 associated key ASCII code b1 ("0" .. "9" = '30' .. '31', cancel = '1B', correction = '08', enter = '0D')

Parameters

[in] array coordinates

[in] size size of coordinates array (n\*9)

## **? startPinEntry()**

bool startPinEntry ( unsigned *pinBypassKey* = 0 )

Send command for asynchronous PIN input (22-03, polling mode).

Use [pollPinEntry\(\)](#) and [stopPinEntry\(\)](#) hereafter.

Setters

[setPinDigitCountMinMax\(\)](#) for DFA02B and DFA02C

[setAutoConfirmation\(\)](#) for DFA02E

[setClearKeyMode\(\)](#) for DFA02F

[setNavigatorMode\(\)](#) for DFA025

[setTouchCoordinates\(\)](#) for DFA024

Parameters

PIN bypass key (DFA02D),

0: deactivate (default),

[in] pinBypassKey

ASCII code of bypass key,

256 for direct PIN bypass

Returns

true for success

## **? startPinInput() [1/2]**

int startPinInput ( )

Send command for PIN input (22-01).

The response should be received with [receiveGetPinResult\(\)](#) or [receiveSW12\(\)](#). [SDI\\_SetSdiCallback\(\)](#) can be used to receive PIN input status messages, i.e. the digit count.

Setters

[setTimeout\(\)](#) for DFA005

[setPinBypassKeyAndMode\(\)](#) for DFA104

[setTouchCoordinates\(\)](#) for DFA024 (headless mode only)

[setNavigatorMode\(\)](#) for DFA025

[setPinDigitCountMinMax\(\)](#) for DFA02B and DFA02C

[setClearKeyMode\(\)](#) for DFA02F

[setIntercharTimeout\(\)](#) for DFA035

[setAutoConfirmation\(\)](#) for DFA02E

[setLanguage\(\)](#) for DFA008 (standard mode only)

[setAmount\(\)](#) for 9F02 (standard mode only)

[setCurrency\(\)](#) for 5F2A (standard mode only)

[setAppLabel\(\)](#) for DFA037 (standard mode only)

[setDialogOptions\(\)](#) for DFA13D (standard mode only)

[setHeaderLabel\(\)](#) for DFA143 (standard mode only)

[setEchoChar\(\)](#) for DFA036 (standard mode only)

Returns

return value from [SDI\\_Send\(\)](#)

## **? startPinInput() [2/2]**

```
int startPinInput ( bool enablePinBypass )
```

Send command for PIN input (22-01).

This is for backward compatibility with previous libsdiclient versions having a default parameter. For description, see [startPinInput\(\)](#) without parameters.

#### Parameters

[in] enablePinBypass if false, PIN bypass is disabled otherwise current configuration from [setPinBypassKeyAndMode\(\)](#) is applied.

#### Returns

return value from [SDI\\_Send\(\)](#)

### **? stopPinEntry()**

bool stopPinEntry ( )

abort PIN entry (22-05)

#### Returns

true for success

---

The documentation for this class was generated from the following file:

- [sdiclient/client/sdi\\_if.h](#)