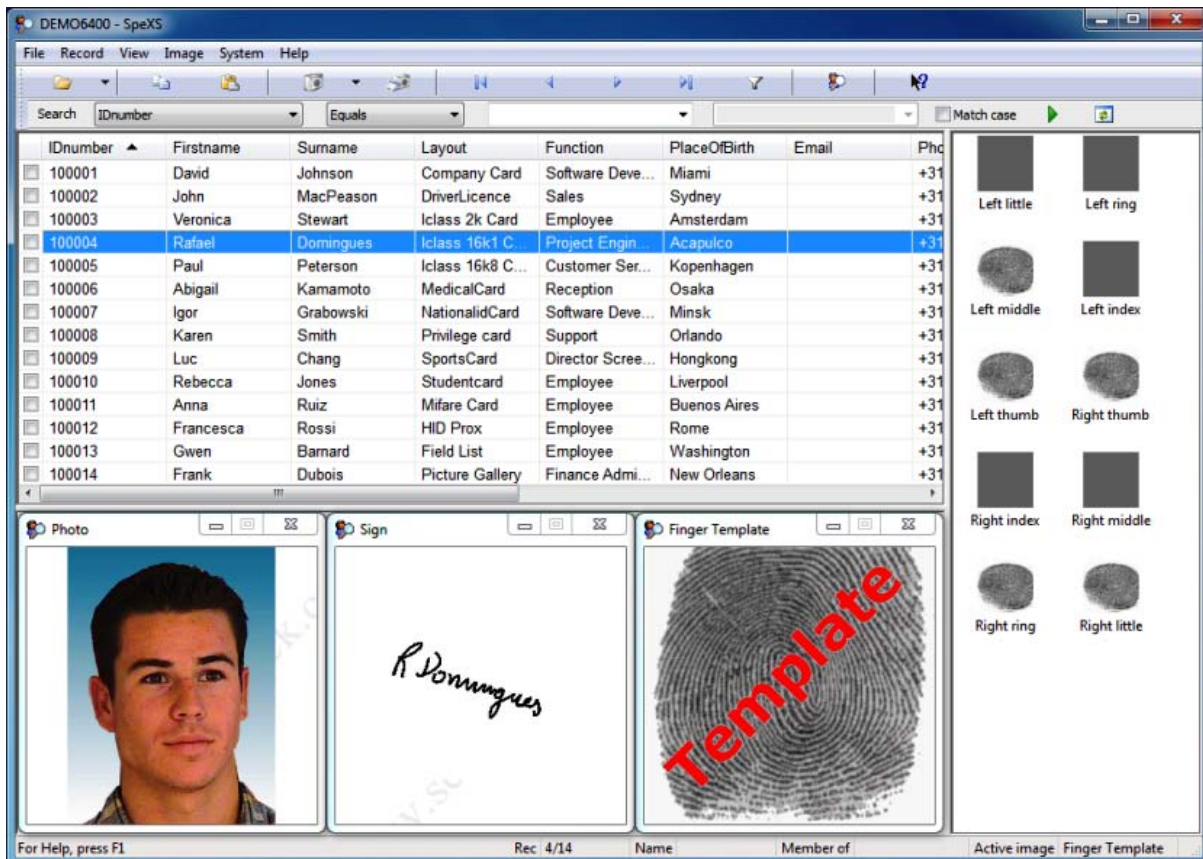· ID DESIGN · MANAGE · PRINT SYSTEM ·

SpeXS Introduction

Capture Search Verify

SpeXS comes with a number of useful features to make capturing biometrics easier for you.

Some examples:

- Append new scans to existing scans in the database. Using this method means you do not have to re-capture the same finger twice.

- You can configure SpeXS to capture 4 finger scans for records in your database, but you may want to limit the scans to 2 of the fingers captured to carry out verification.

- You can configure SpeXS to capture 5 finger scans for records in your database, but you want to randomly select 1 of the captured scans to carry out verification.

- SpeXS always presents visual feedback to the operator of the number of scans taken for each individual record.

Finger images and templates can be stored in 2D Barcode, in a contact chip or in a Mifare chip.

- **Warning:** Please note that the finger images in general are too big to store in a barcode or Mifare chip and is not commonly done unless requirements insist.

The images and templates of captured fingers will be stored in one BLOB (*Binary Large Object*).

Installation

Prepare Installing SpeXS

- **Warning:** *SpeXS can only be installed on systems running BadgeMaker 7.1 with service pack 1 installed.*

- **Warning:** *SpeXS cannot be installed on systems running earlier versions of BadgeMaker.*

- **Warning:** SC Biometrics plug-in must be pre-installed before installing SpeXS

Please check which version of BadgeMaker is locally installed by following these steps:

Check Version

Open BadgeMaker and in the main window navigate to the **Help Menu** and select **About**.
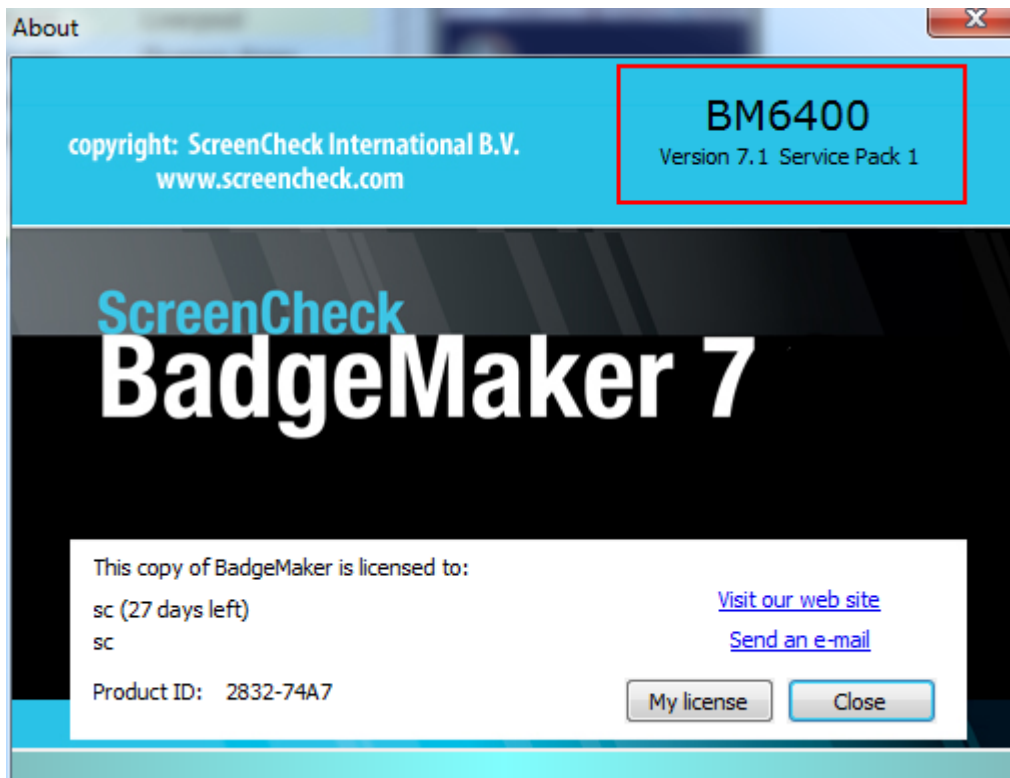
Create an Image Type

Once you have confirmed you have the correct version of BadgeMaker installed, we need to configure an **Image Type** for storing finger scans in BadgeMaker.
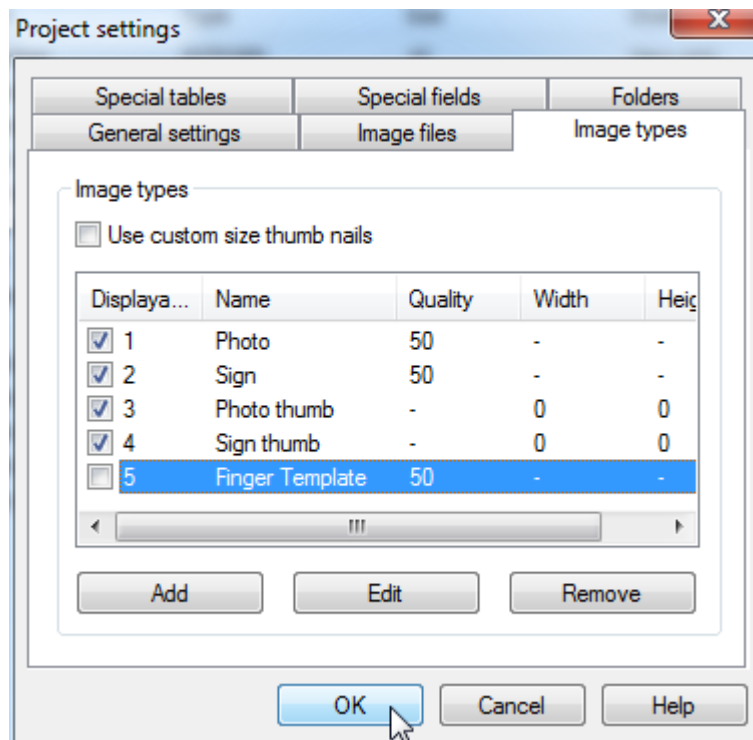
Open your intended project you are going to combine with SpeXS later on in BadgeMaker.

Click the **File Menu**, then select **Edit Project**, then select **Project Settings**, then select the **Image types** tab.
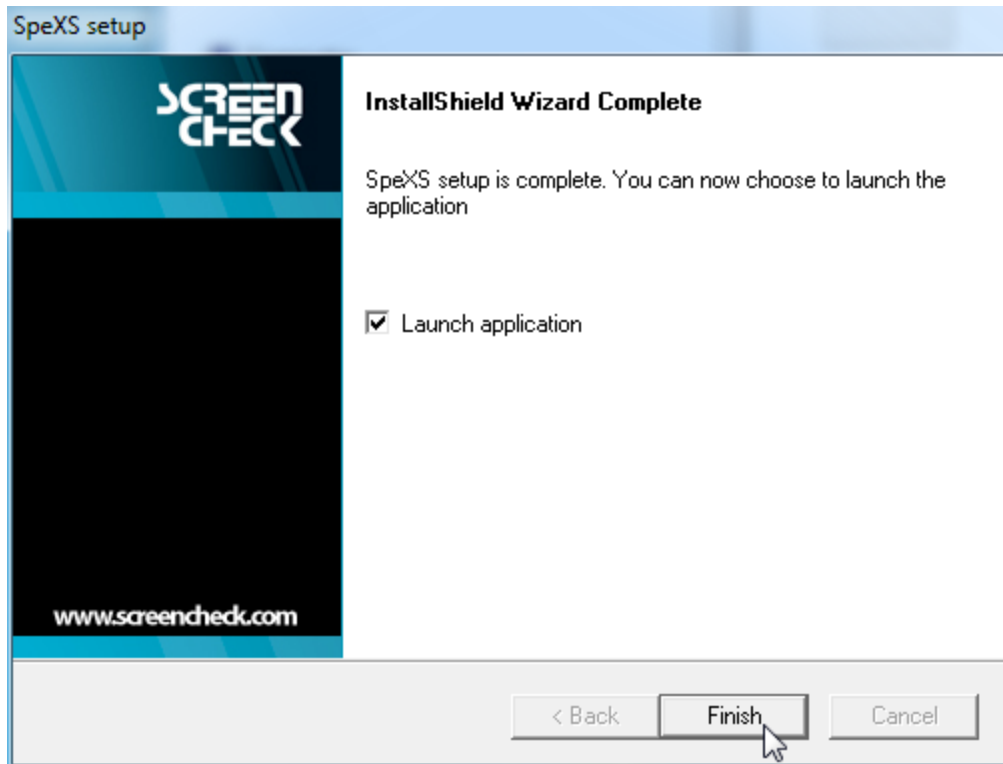
Click **Add** to create a new Image Type.
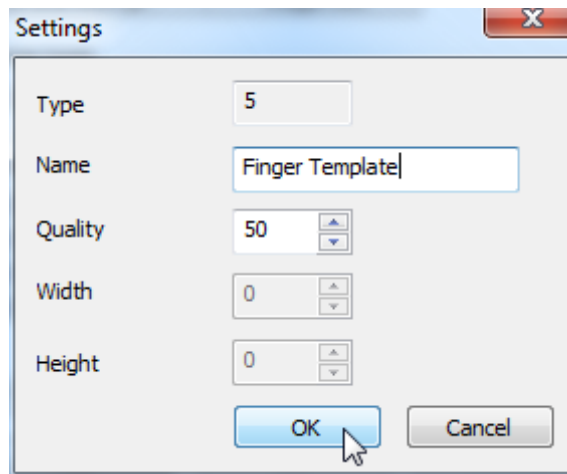
Click **OK** to save your settings.

Install SpeXS

Double click with your left-mouse the *installSpeXS.exe* to launch the installation.

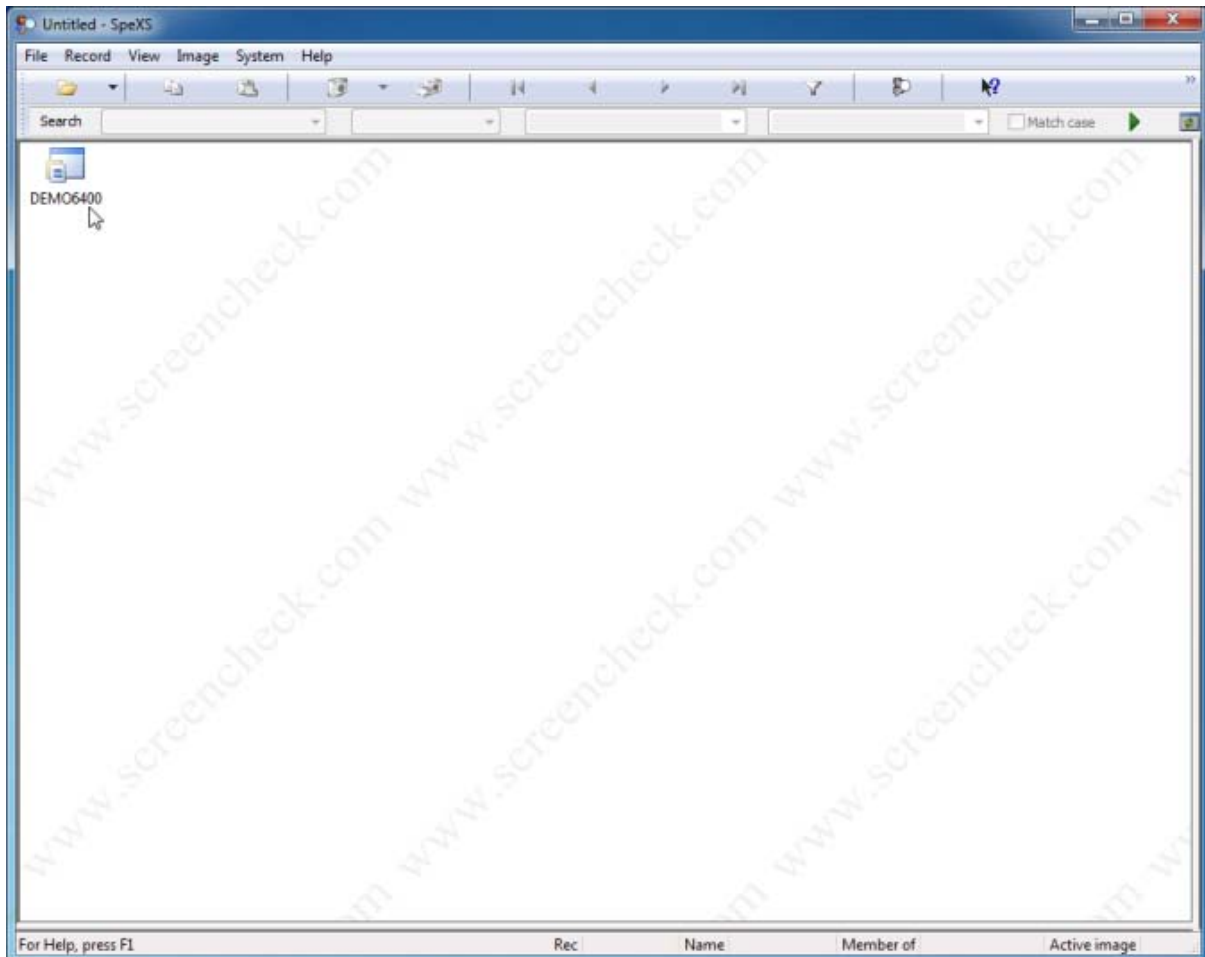The installation is automated so no intervention is need during the install process.

Click **Finish** to complete the installation of SpeXS

SpeXS

Starting SpeXS for the first time..

To open SpeXS click the **Start Menu**, then select **All Programs**, then select **BadgeMaker 6400**, and then select **SpeXS**.
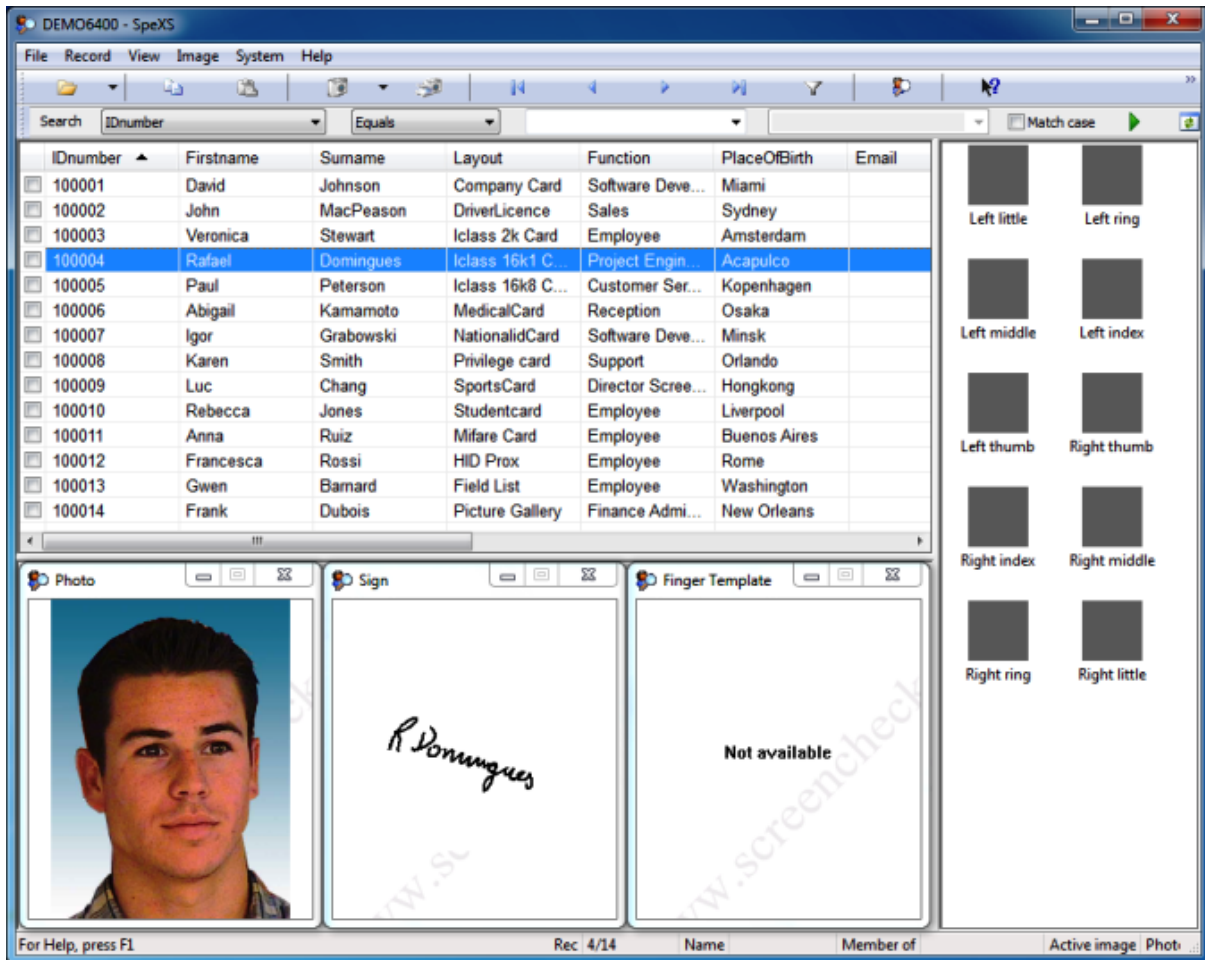

BadgeMaker projects are populated automatically into SpeXS.

Select & open your project. The project will open in very much the same way as BadgeMaker. You are presented with the Select dialog box, which you may input filters before opening your database.
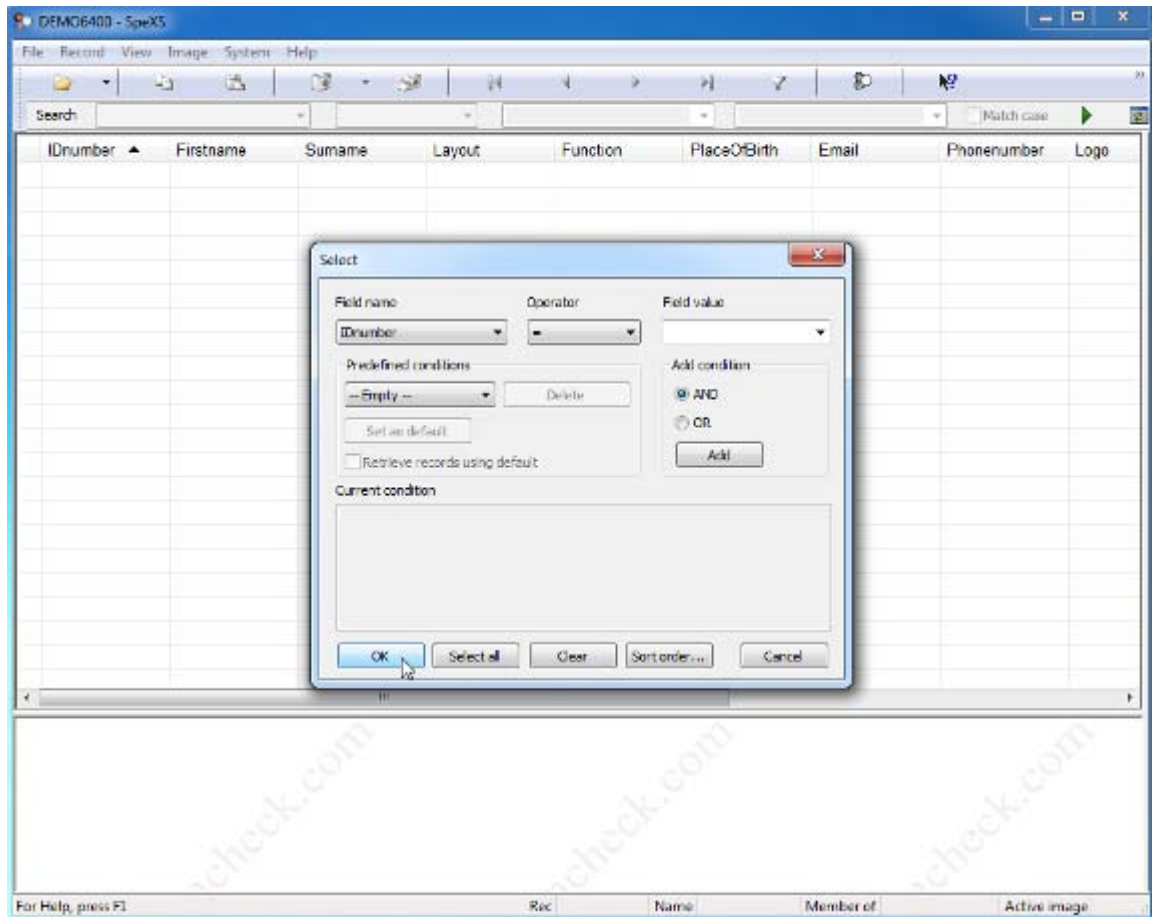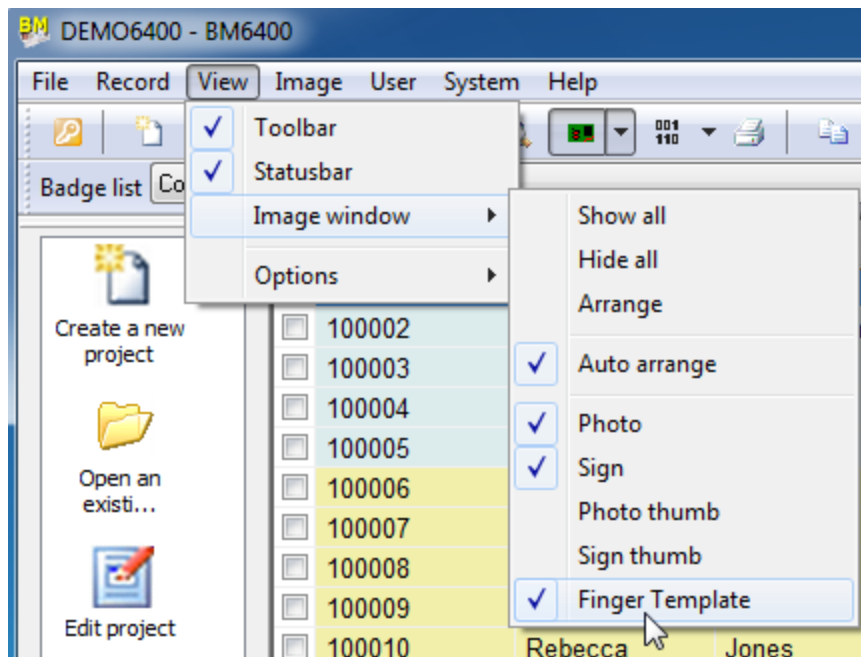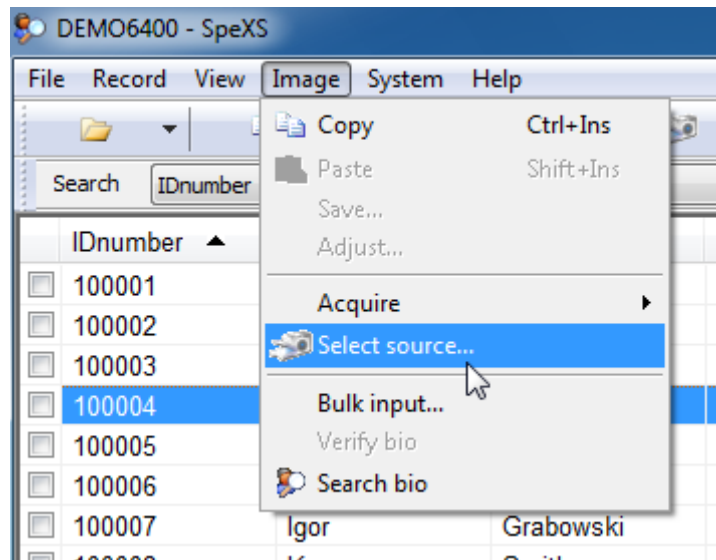
Click **OK**.

If you do not see your "*Image Window*" such as **Finger Template** as shown in the diagram then click on the **View Menu**, then select **Image Window**, then select your (*<image type>*), in this example it will is *Finger Template*.
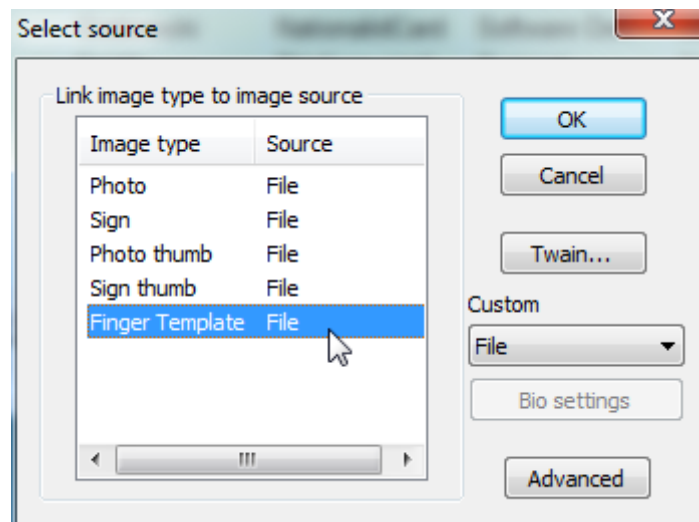
Configure SpeXS Before Capture
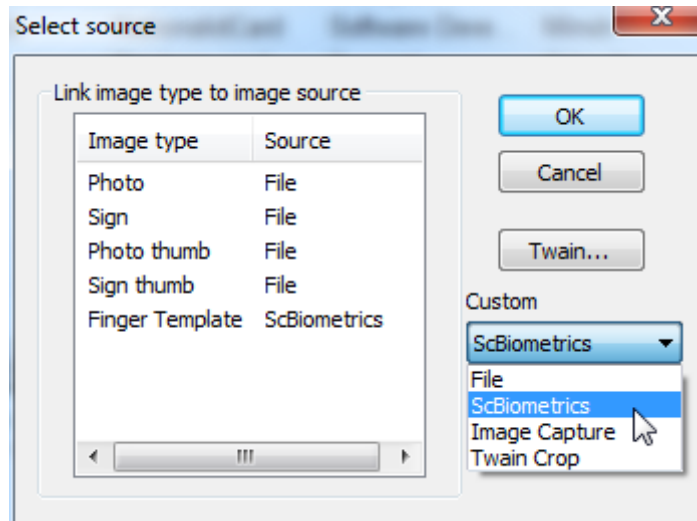
Choose **Select Source** from the **Image Menu**.

or click from the SpeXS toolbar the following icon [icon] to open **Select Source**.

Select the desired image type "**Finger Template**" to link to the SC Biometric image source.
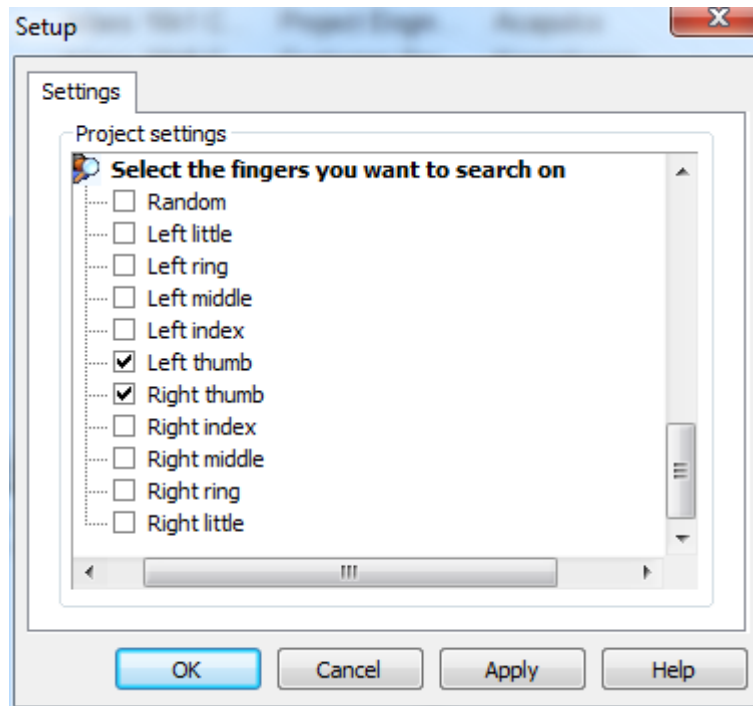

Select **SC Biometrics** from the **Custom** drop down list.

Select **OK** to complete the *Select Source* configuration.

SpeXS System Setup

Navigate to the **System Menu** and click **Setup**.

Under settings you can specify & configure the following elements:

- *Select the fingers you want to capture on*
- *Choose how you want to store the newly captured images*
- *Select the fingers you want to verify on*
- *Select the fingers you want to search on*

Select the fingers you want to capture on

You may select as many fingers to be captured as you wish. Make your selection using your mouse and check a box to enable the corresponding finger to be caught when you begin the acquire process.
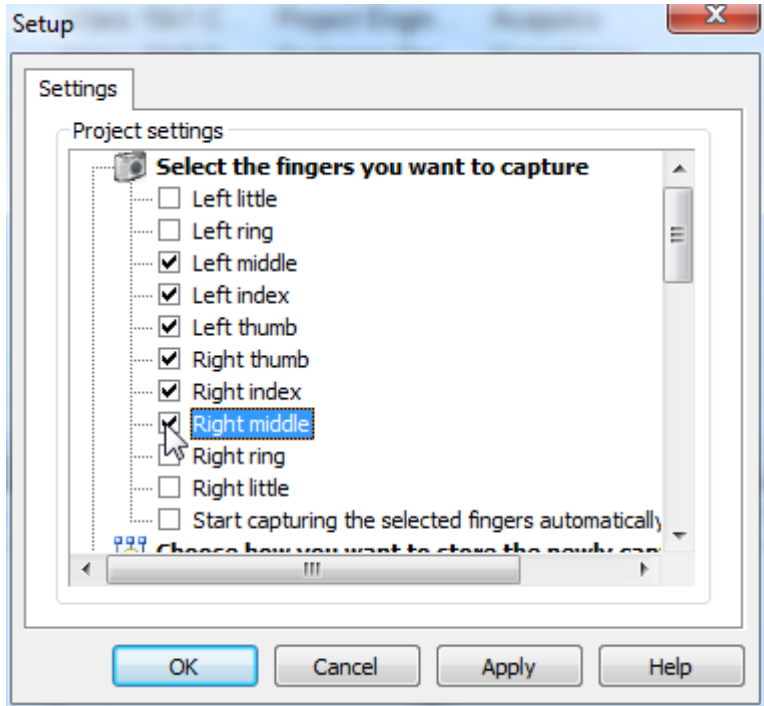
Enable "**Start capturing the selected fingers automatically**" when you select *Acquire* you will not have to select *Capture* to begin the process of scanning fingers. The biometric will open prepared to capture immediately as exampled below.
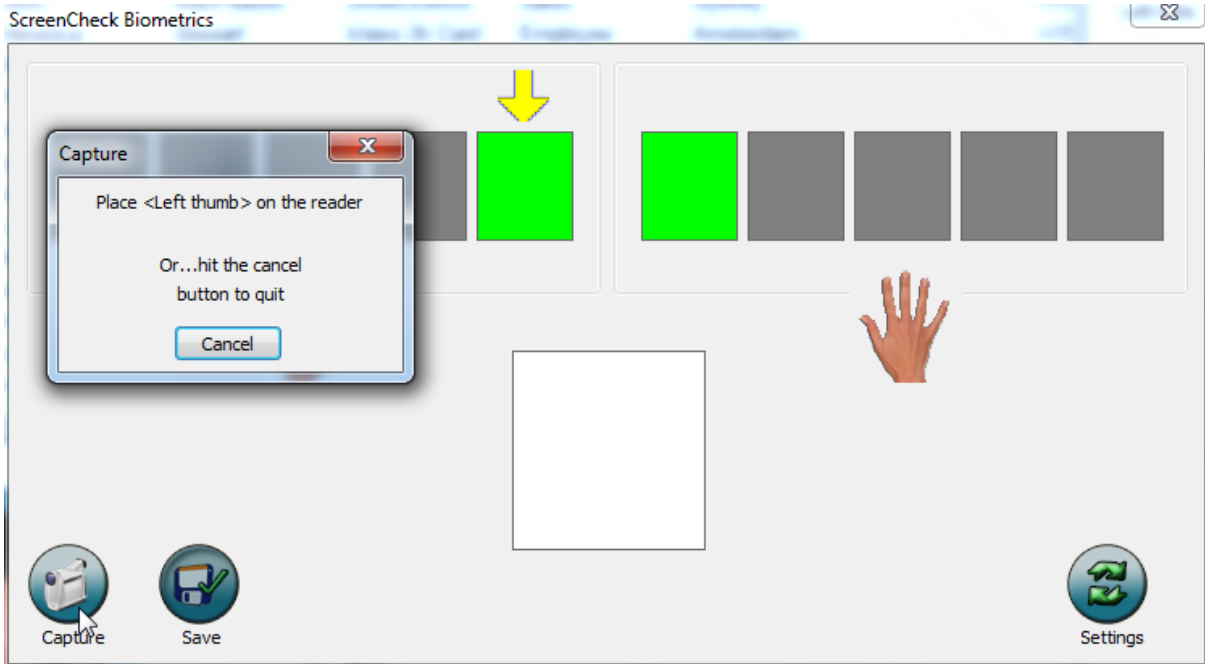
Choose how you want to store the newly captured images

There are various options to store your finger scans:

- Store template only
- Overwrite existing
- Append to existing
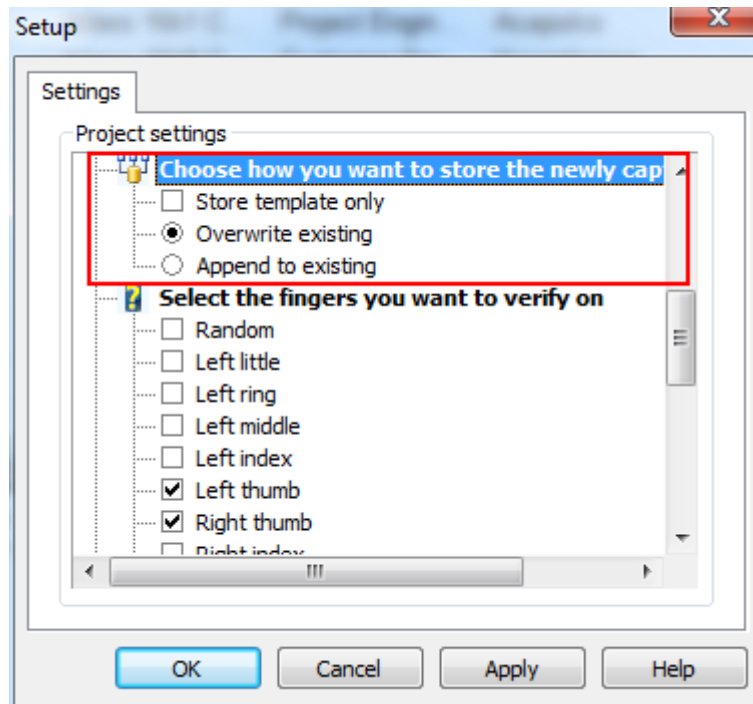
Store templates only: Use this setting to store your images smaller in size than the original.

- **Warning:** If you enable this option then you cannot add the image to a badge. To add a biometric scan to a badge layout you must leave this option unchecked.

Overwrite existing: Use this setting to overwrite existing images if newer scans are needed.

Append to existing: Use this setting to add new images to the existing set of images, this setting will not overwrite existing images.

Select the fingers you want to verify on

Make a selection of fingers to be verified.

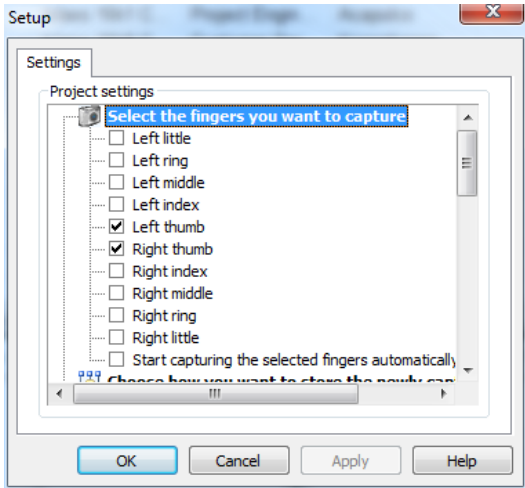Base your selection on the corresponding list configured earlier "**Select the fingers you want to search on**".
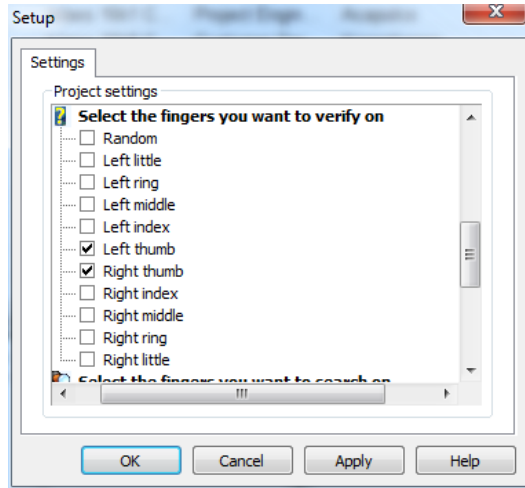
Fig1   Fig2

The "*Left thumb*" & "*Right thumb*" have been selected to be captured (**Fig 1**). Setting verification entails the following configuration for both "*Left thumb*" & "*Right thumb*" or "*Left thumb*" only or "*Right thumb*" only can be selected (**Fig 2**).

- **Warning:** Verify & Search must be based on the fingers chosen under "**Select the fingers you want to search on**". If you have selected only "Left thumb" & "Right thumb" then you cannot verify or search on anything other than these two fingers as no other finger scans except these will be present in the database.
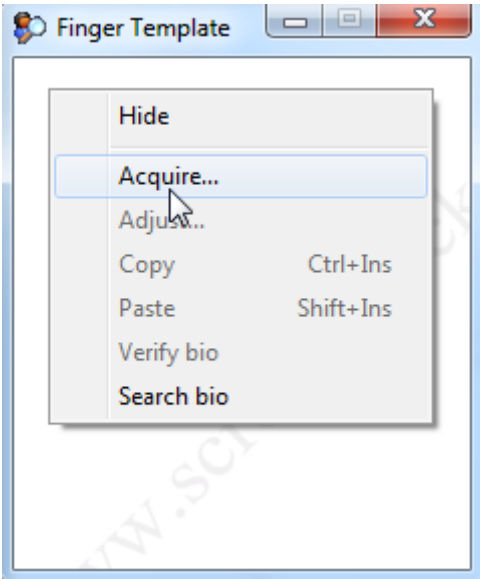
SpeXS Capturing
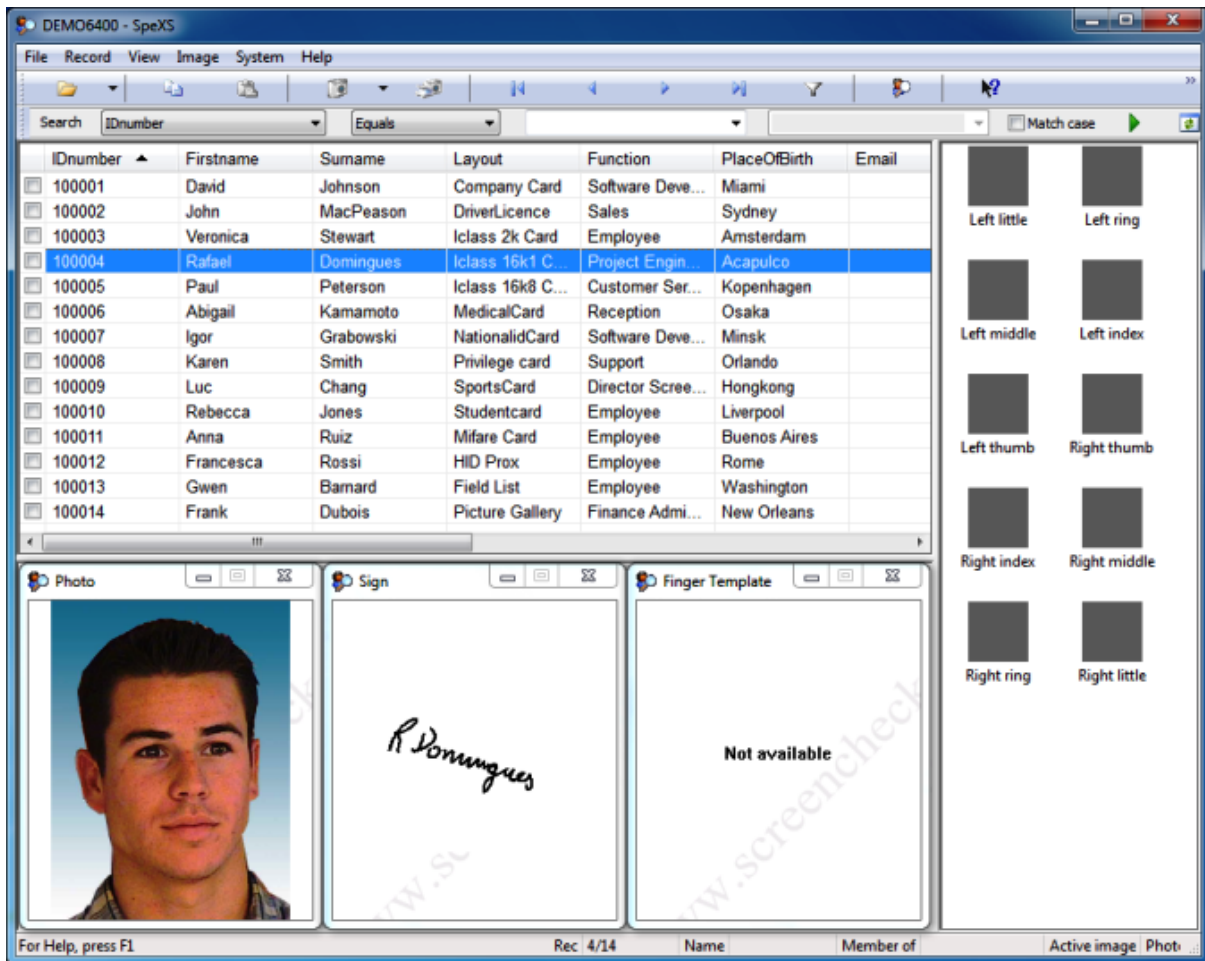
To begin capturing select the correct image type "*Finger Template*", this window will present the finger scan captured.
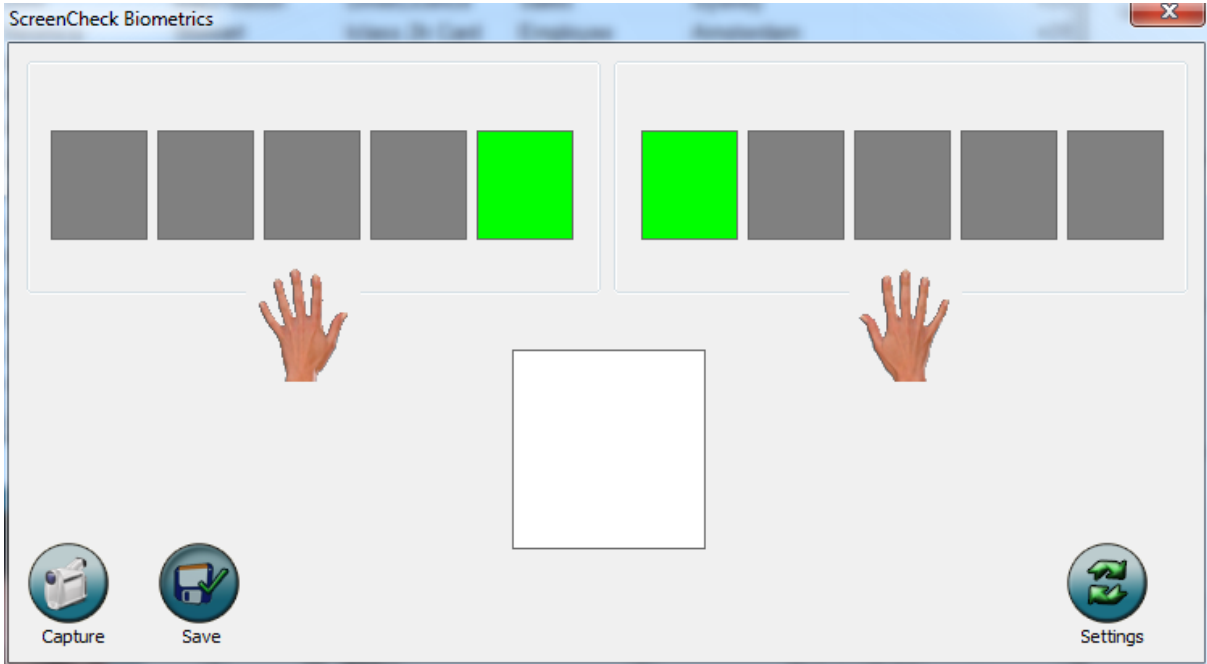
Right click with your mouse inside the dialog and then click **Acquire**.

Alternatively select the **Image Menu**, then select **Acquire**, and then select your **Image Type** ("*Finger Template*") or click from the SpeXS toolbar the following icon to **Acquire**.

After a short communication with the scanner, the ScreenCheck Biometric Plug-in will initialize.


The application will ask for the "*Left thumb*" & the "*Right thumb*" to be presented onto the scanner.

Click **Capture** to begin. The fingers intended to be scanned will appear "**GREEN**"
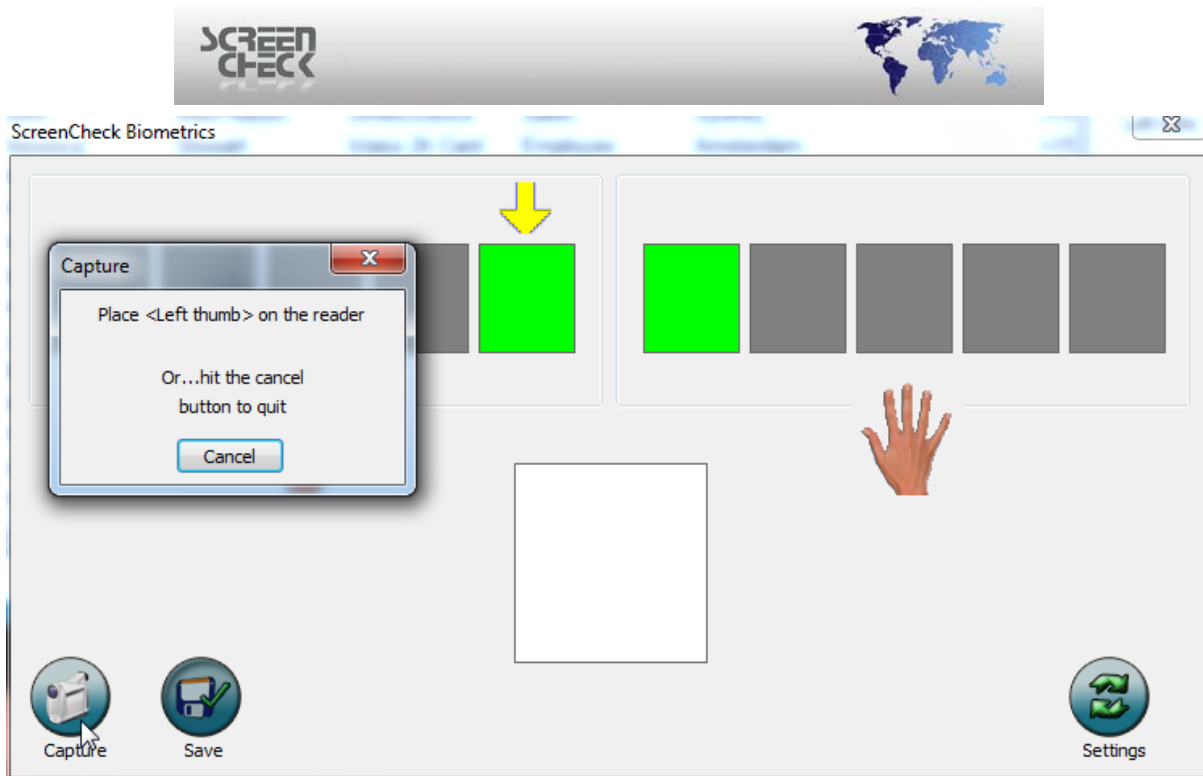
Read the "*Capture tips*" presented for each scan. Place your "*Left thumb*" onto the reader until an image is captured. Once a scan has been captured it will automatically move onto the next scan until all scans have been captured.
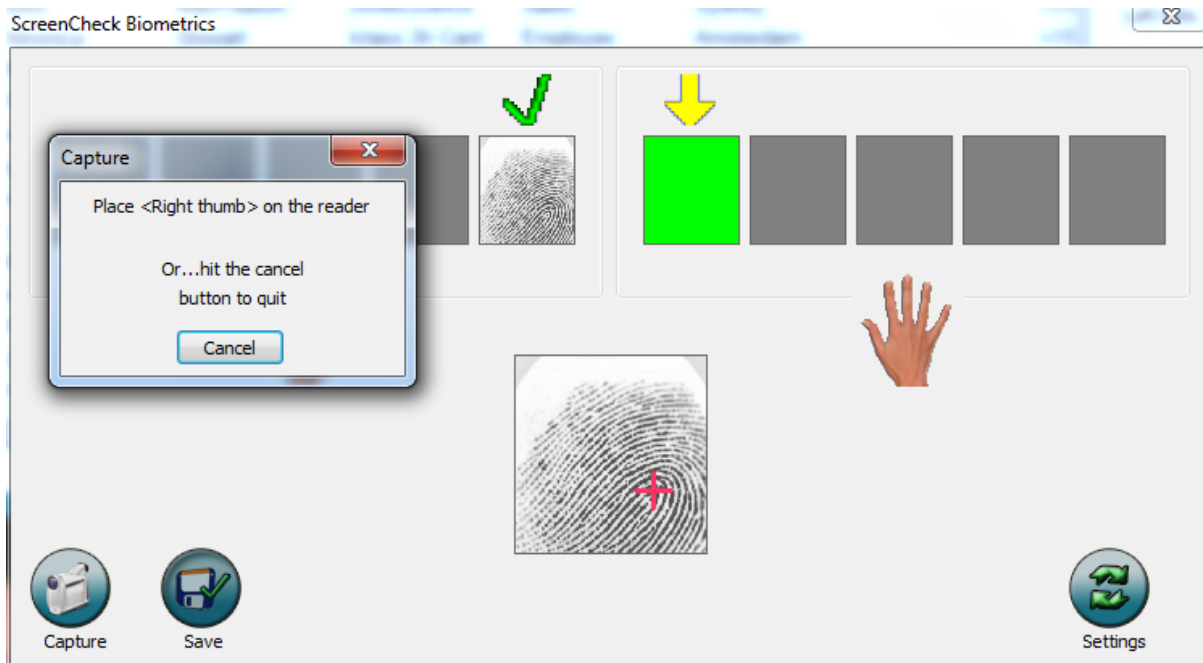
When a finger is scanned successfully it will be displayed with a green check mark above it.

If a finger is placed on the reader and cannot be detected please follow the instructions shown.
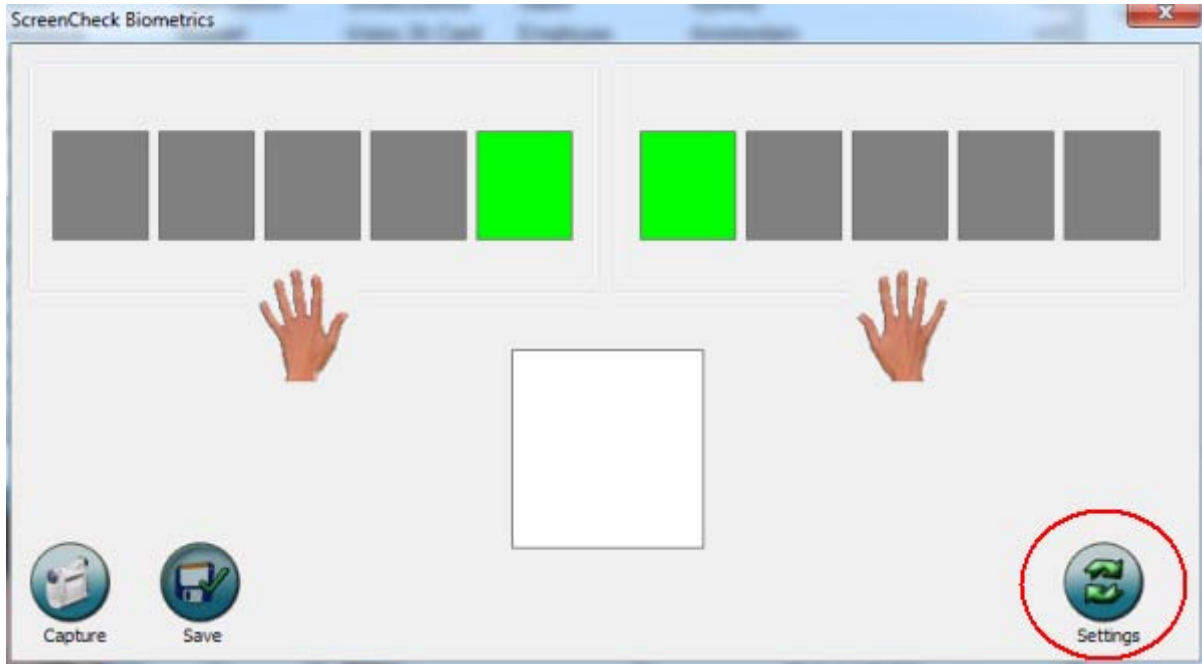
Example..

ERROR: Move finger to right
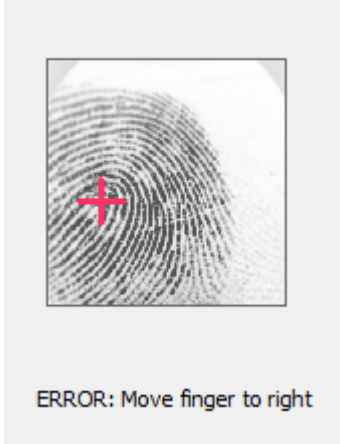
When you have completed capturing all specified fingers click "**Save**".

The captured finger scans are now saved in the database and tied to the specific record of the individual. You can see on the image below the captured scans are now displayed.
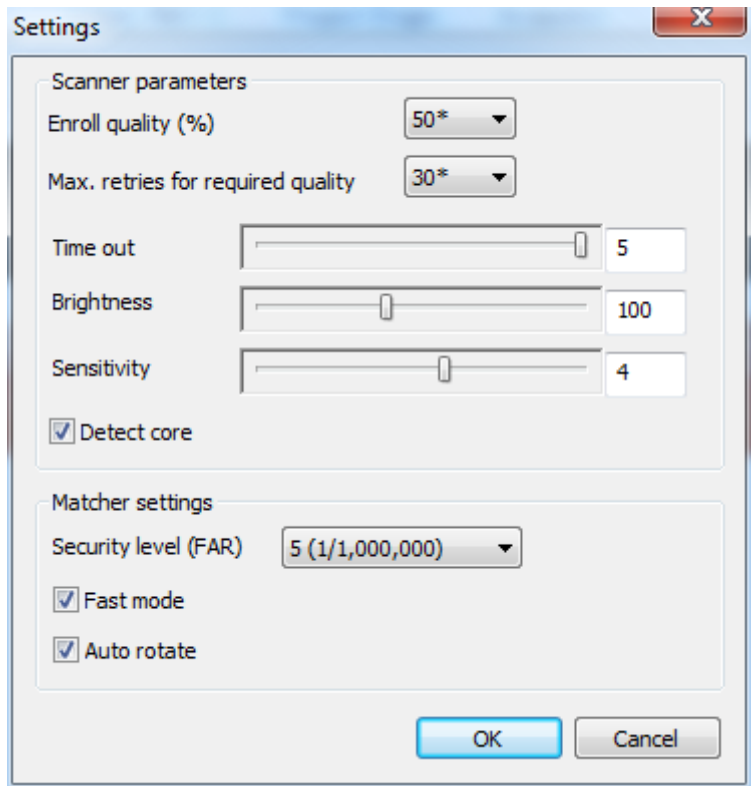
SpeXS Settings

Click **Settings** to configure the following:

Scanner parameters

Time out: Set the amount of seconds per session needed to capture. Once the time limit has been reached the session is disconnected.

Brightness: Set the brightness for your images. Higher value means darker image. Default value is 100.

Sensitivity: Set the sensitivity for the sensor on the reader. Value ranges from 0 to 7. A higher value means more sensitivity. Default value is 4.

Detect Core: When enabled the reader will locate a unique reference point on the finger usually located in the central area of the fingerprint. By Default this feature is enabled.

- **Warning:** This setting should be enabled to obtain more accurate fingerprints - the verification may fail if the image captured is not good enough. Enabling Detect Core ensures a more accurate fingerprint.

Matcher settings

Security level (FAR): Set the level of security, this ranges from 1 to 7 being the most secure verification. FAR (*False Acceptance Ratio*) Refers to the percentage of acceptance by unregistered fingerprints.
**Fast mode:** Set the speed in which identification takes place.
Auto rotate: Rotate the template of a fingerprint enrolled 180 degrees.

SpeXS Search Bio

To begin a search please select the **Image Menu** and then select **Search Bio**, or click from the SpeXS toolbar the following [icon] icon to **Identify**.
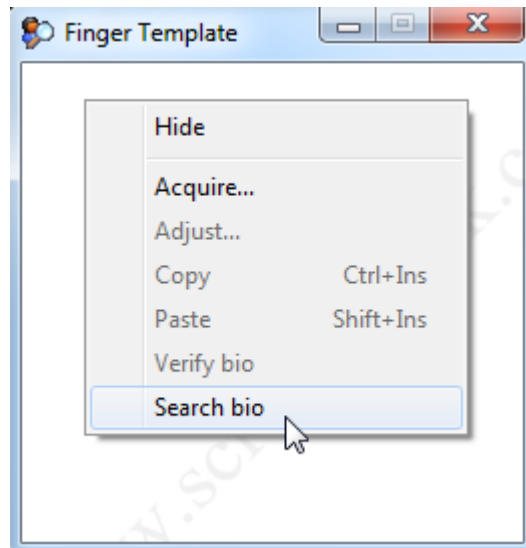
The ScreenCheck Biometrics dialog is presented. Present the indicated finger and lay it onto the surface of the scanner. The finger is scanned and matched to an existing fingerprint already tied to a record in the database.
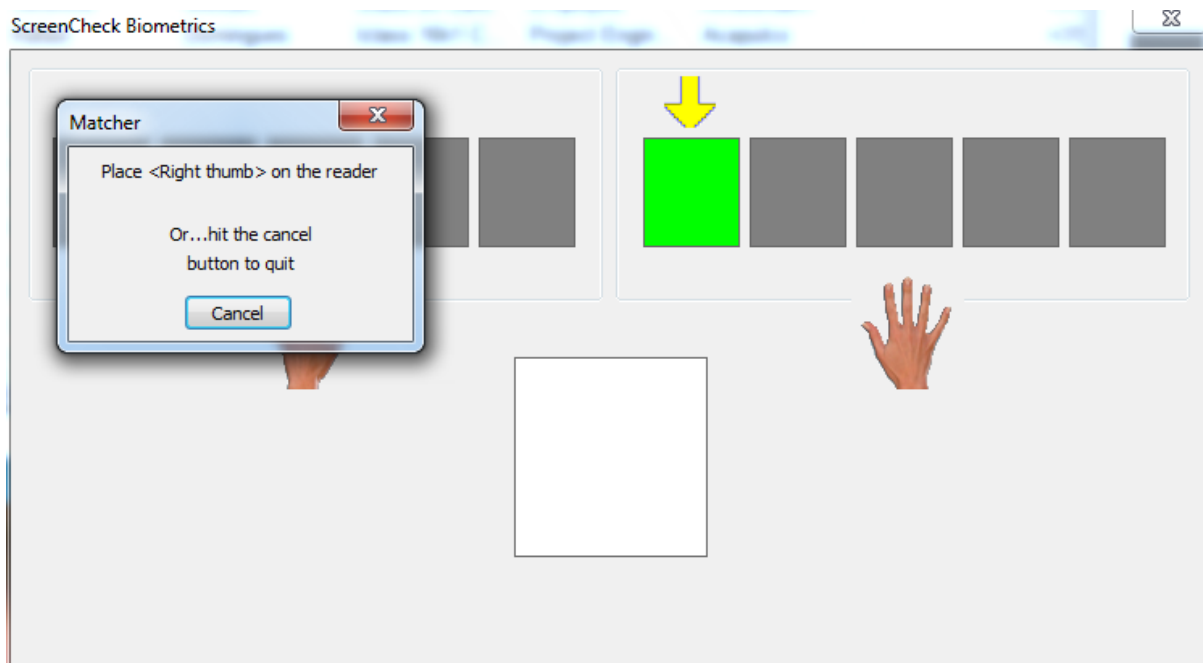
Record details of the individual are presented automatically when the biometric fingerprint has been scanned and identified.
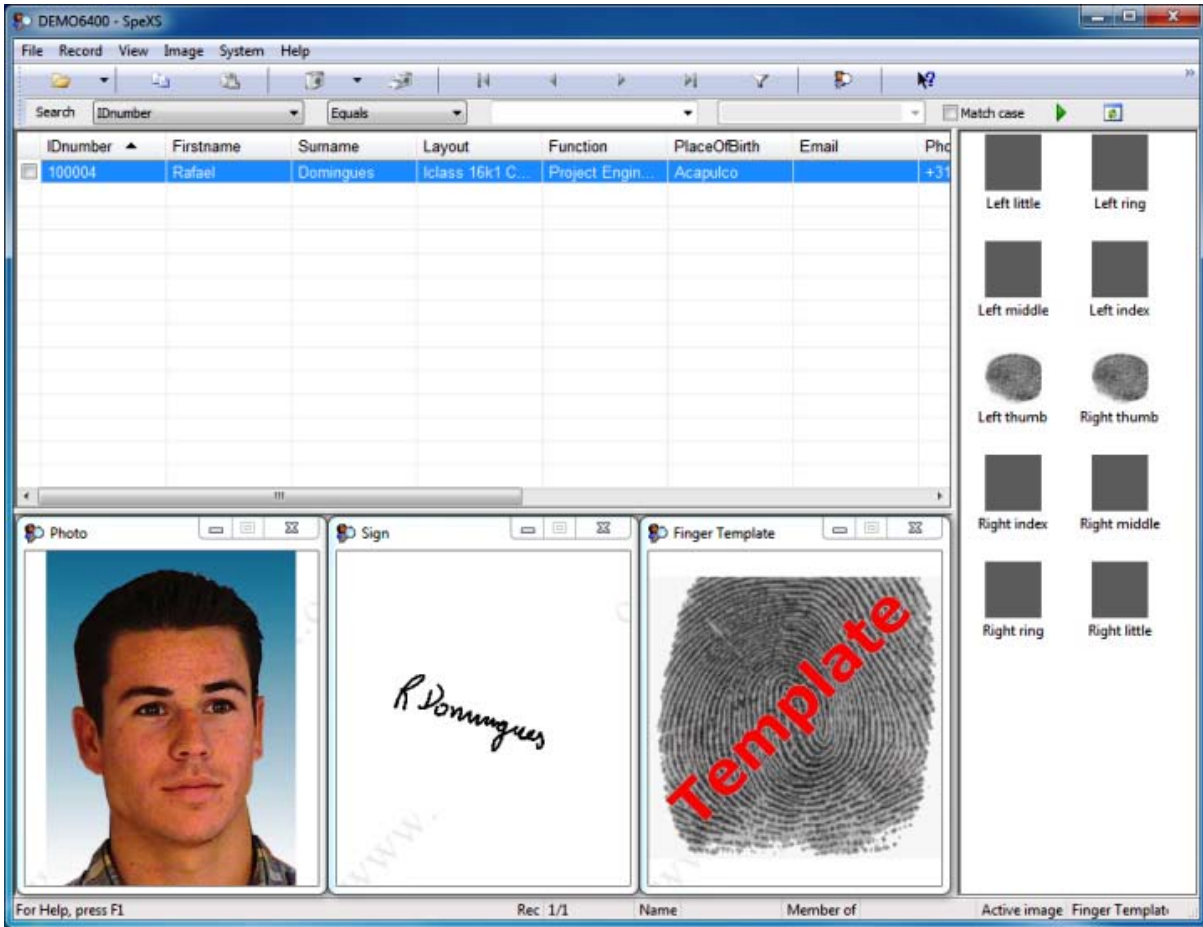
Double click the record to view the details of the person.

If the verification was unsuccessful you will see the following dialog.

- **Warning:** This feature is only available if a Fingerprint template exists in the database.

SpeXS Verify Bio

SpeXS can carry out verification matching a current taken scan with the saved characteristics of a scan in the database. This is useful to identify an existing person in the database or to verify scan is operating successfully.
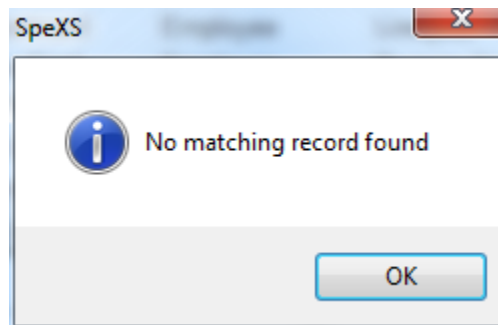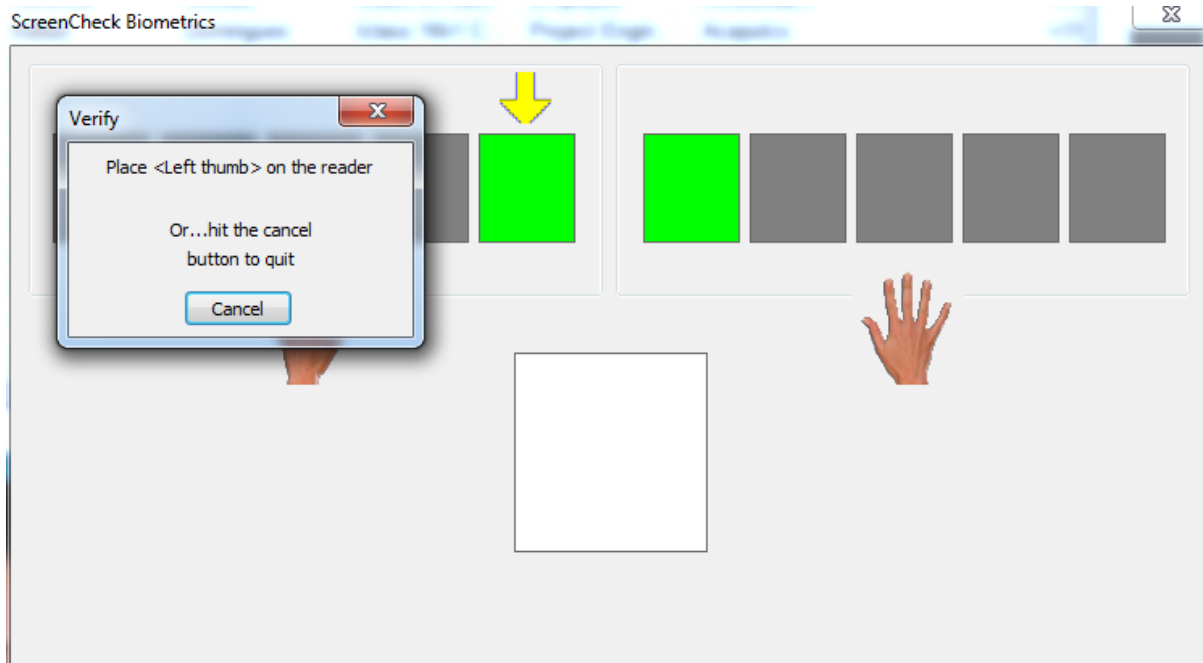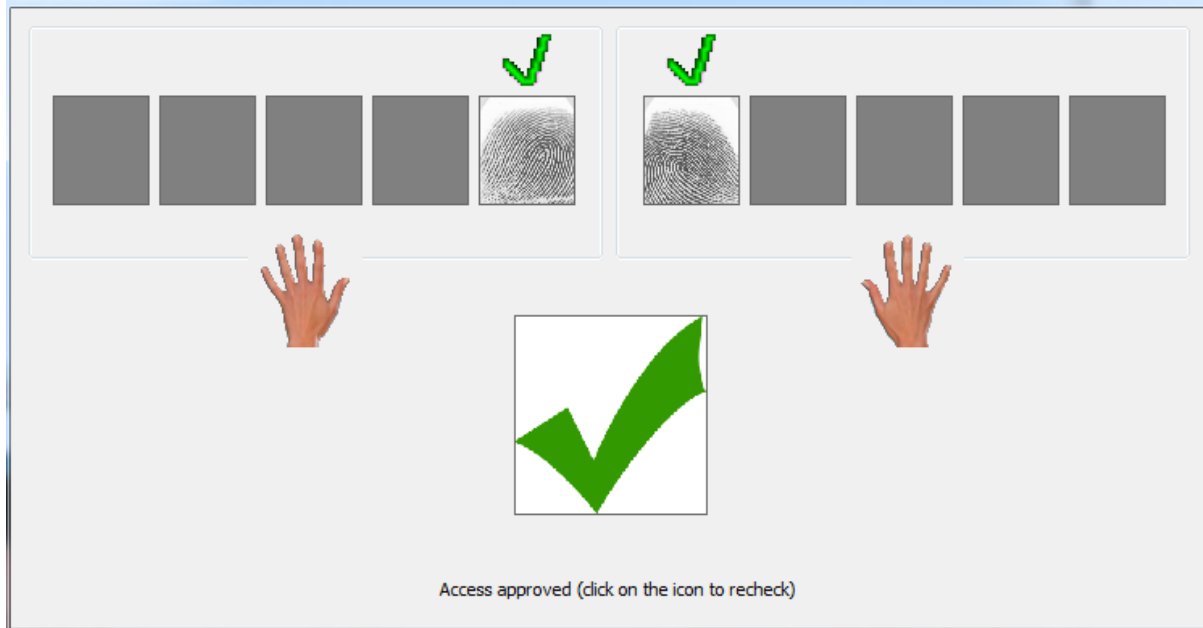
To begin a search, please select the **Image Menu** and then select **Verify Bio**.

Present the indicated finger and lay it onto the surface of the scanner. The finger is scanned and matched to the current selected image in the database.

If the verification was successful you will see the following dialog.

Access approved (click on the icon to recheck)

If the verification process is unsuccessful you will see the following dialog,

Access denied (click on the icon to recheck)
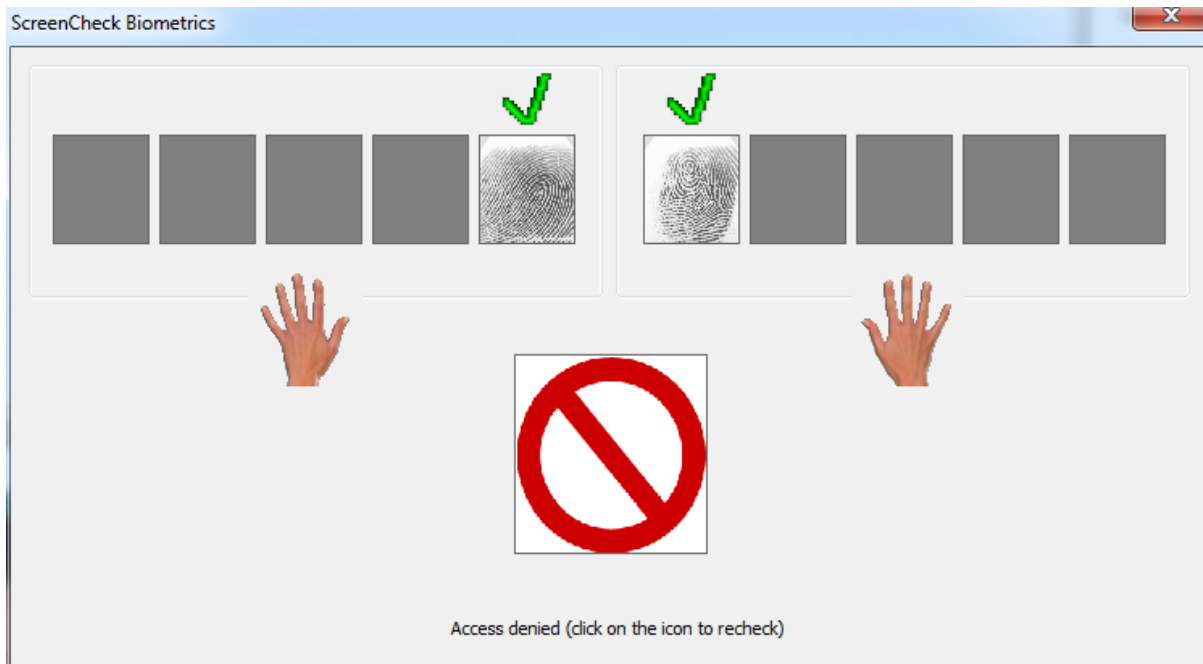
- **Warning: Verify** does not acquire an image. You must select **Acquire** to obtain an image.

My License

Select the **Help Menu** and then select **About**.
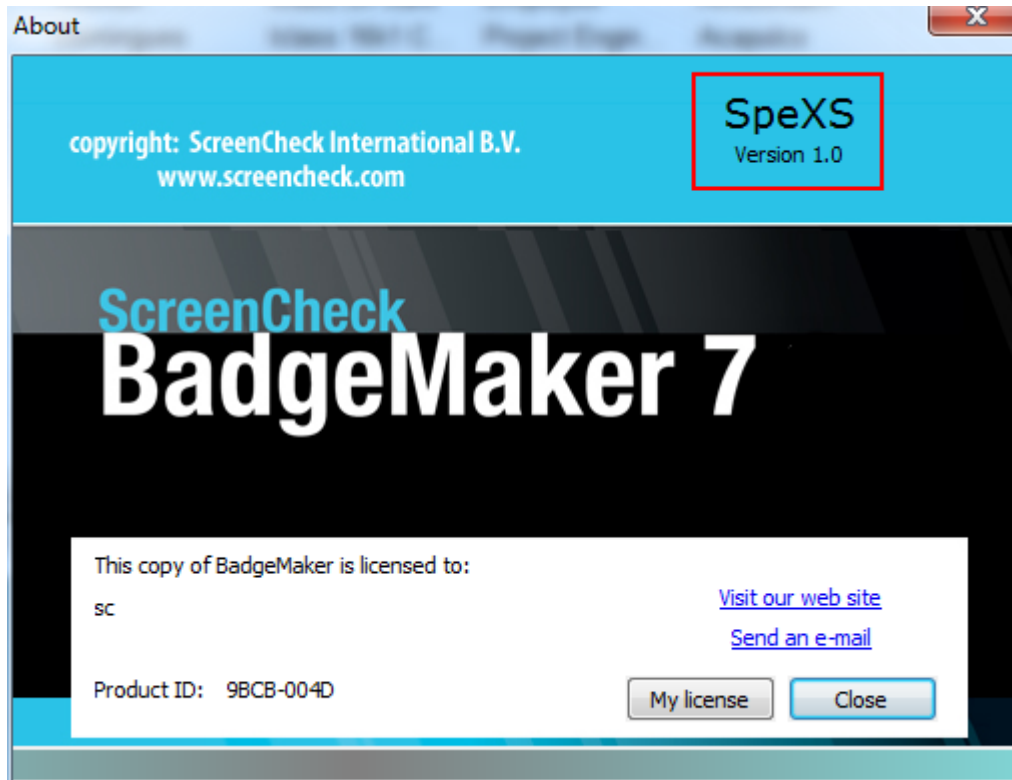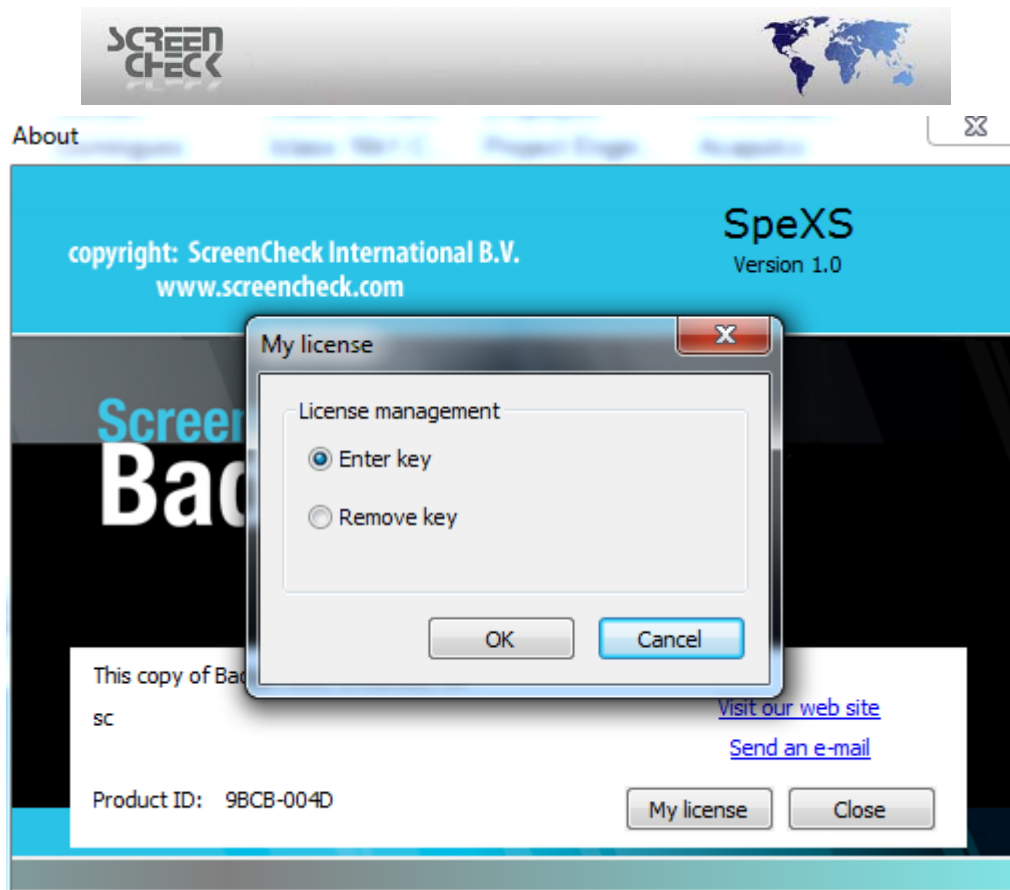
SpeXS license version and managing your license can be done in this location.
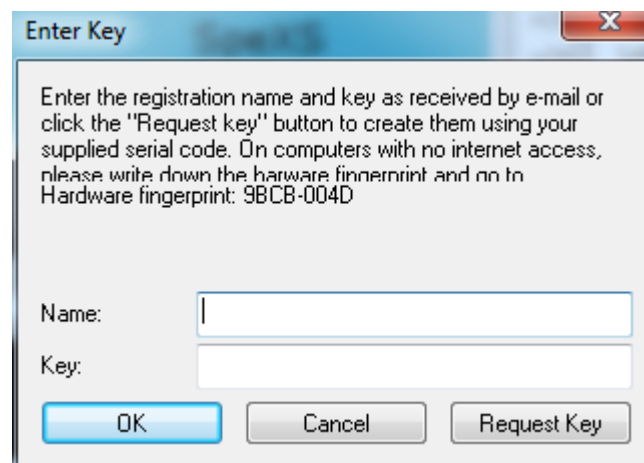

Click **My license** to enter or remove your registration key.

Enter Key

If you are running SpeXS for the first time and did not register when prompted during the setup then you may register later using the About dialog.

Select **Enter Key** for newly installed systems.

To request a new key select **Request Key** this will then direct you to ScreenCheck's Registration website.

Software Registration Site

Welcome to the Software Registration Site! To register, you need the Software Activation Code that came with your software. You have to complete and submit the form to receive your registration key by e-mail. Please take into account that by completing and submitting the form, you comply with our policy on software usage as described in the license terms.

online registration manual
registration tips and tricks

Software Activation Code* [   ]

Hardware-fingerprint* [9BCB] - [004D]

Registration Name/Company * [   ]

E-mail Address * [   ]

First Name* [   ]
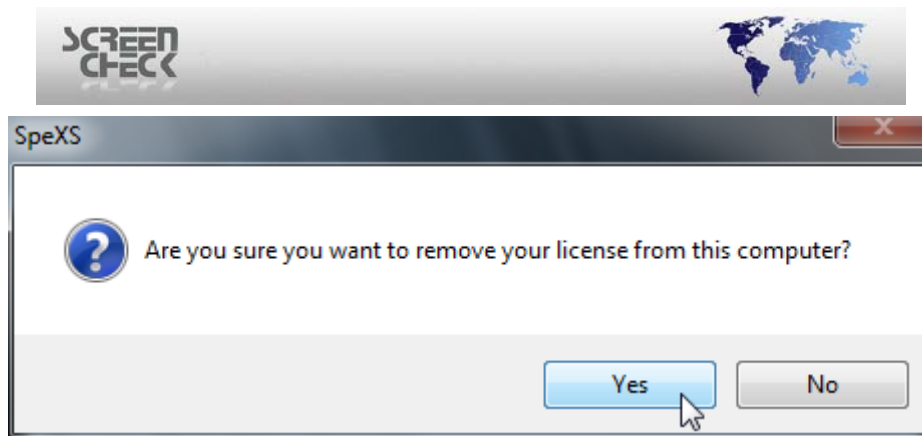
Last Name* [   ]

Enter your information and your **SAC** (*Software Activation Code*) provided to you by your dealer.

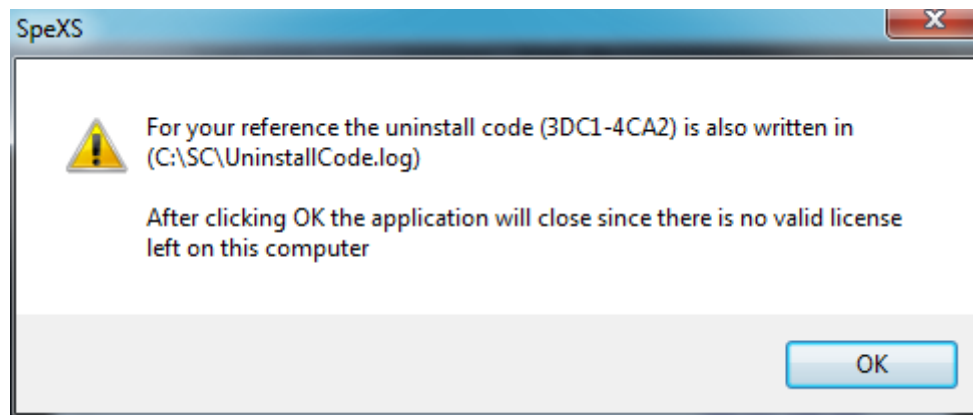You will receive back a key to enter into SpeXS to gain full functionality.
Remove License
If SpeXS will be removed from the system then you can select **Remove key** to use the same key again on another computer to register SpeXS.

Select **Remove Key**.

Select **Yes**.

- **Warning:** For a SAC reset send the **UninstallCode.log** file to support@screencheck.com to request a reset of your existing license. Once a reset request has been carried out you will receive a confirmation via e-mail. SpeXS can now be installed on another computer.

- **Warning:** The UninstallCode.log file can be found at this location - **C:\SC\UninstallCode.log**