

BIOTX_Thrift - How to generate Client Side for MA Sigma Thrift Server for C# ?

Prerequisite :

- Download thrift-0.9.3.tar.gz
- Extract thrift-0.9.3.tar.gz
- Complie thrift-0.9.3.tar.gz to get thrift-0.9.3.exe
- Get thrift_definition from Morpho Website or from Hotine.
- Open Dos command and then generate thrift_defenition as below :

```
G:\THRIFT\0>thrift-0.9.3.exe --gen csharp -r
```

```
G:\THRIFT\0\thrift_definition\Common_generic_commands.thrift
```

```
[WARNING:G:/THRIFT/0/thrift_definition/Biofinger_types.thrift:372] Consider using the more efficient "binary" type instead of "list<byte>".
```

```
G:\THRIFT\0>thrift-0.9.3.exe --gen csharp -r
```

```
G:\THRIFT\0\thrift_definition\MA5G_generic_commands.thrift
```

```
[WARNING:G:/THRIFT/0/thrift_definition/Biofinger_types.thrift:372] Consider using the more efficient "binary" type instead of "list<byte>".
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```
[WARNING:G:/THRIFT/0/thrift_definition/MA5G_generic_commands.thrift:1486] Consider using the more efficient "binary" type instead of "list<byte>".
```

```
[WARNING:G:/THRIFT/0/thrift_definition/MA5G_generic_commands.thrift:1518] Consider using the more efficient "binary" type instead of "list<byte>".
```

```
[WARNING:G:/THRIFT/0/thrift_definition/MA5G_generic_commands.thrift:1582] Consider using the more efficient "binary" type instead of "list<byte>".
```

```
[WARNING:G:/THRIFT/0/thrift_definition/MA5G_generic_commands.thrift:1610] Consider using the more efficient "binary" type instead of "list<byte>".
```

```
Invite de commandes
G:\THRIFT\0>thrift-0.9.3.exe --gen csharp -r G:\THRIFT\0\thrift_definition\MA5G
_generic_commands.thrift
[WARNING:G:/THRIFT/0/thrift_definition/Biofinger_types.thrift:372] Consider usin
g the more efficient "binary" type instead of "list<byte>".
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[WARNING:G:/THRIFT/0/thrift_definition/MA5G_generic_commands.thrift:1610] Consid
er using the more efficient "binary" type instead of "list<byte>".

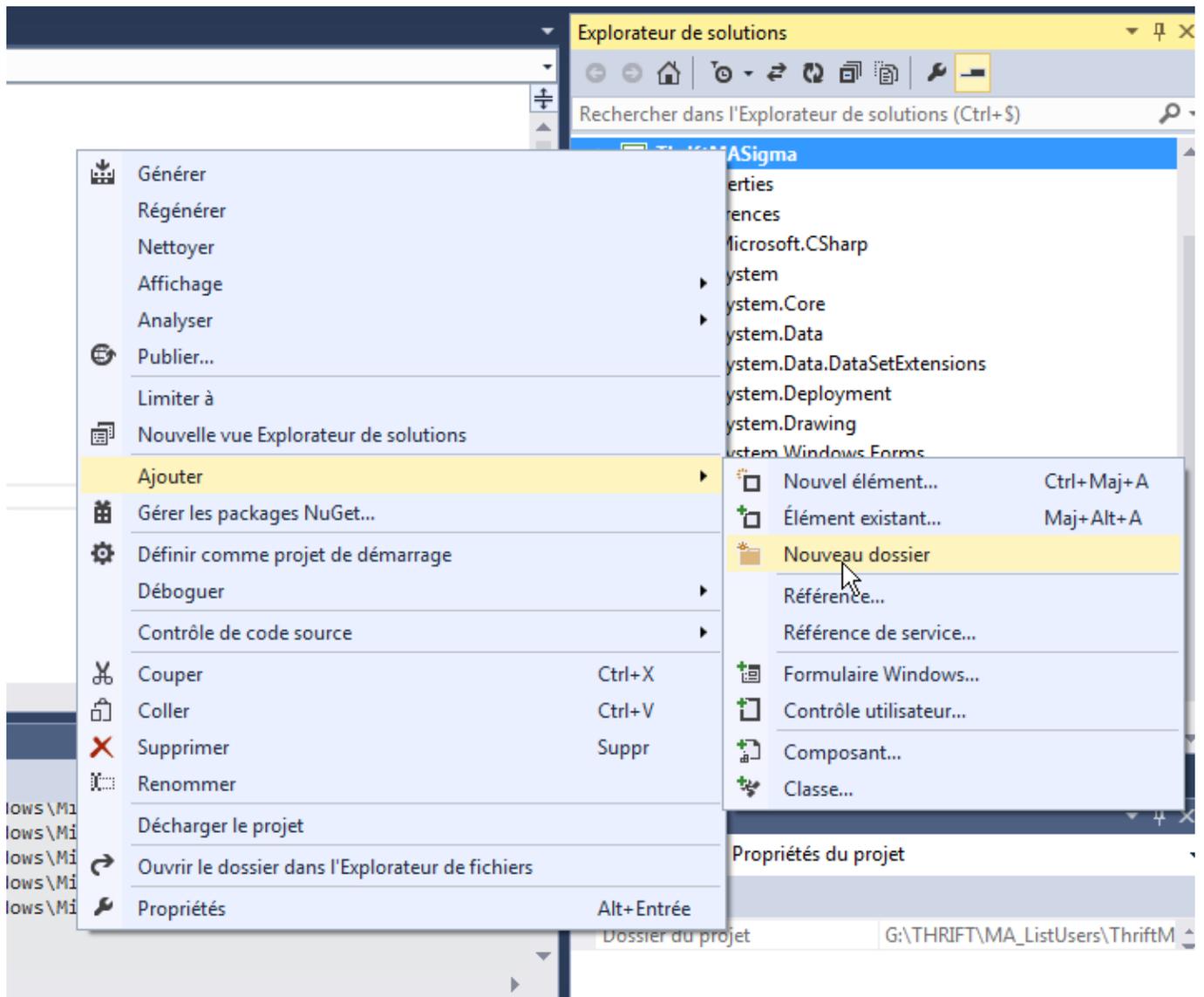
G:\THRIFT\0>thrift-0.9.3.exe --gen csharp -r G:\THRIFT\0\thrift_definition\Comm
on_generic_commands.thrift
[WARNING:G:/THRIFT/0/thrift_definition/Biofinger_types.thrift:372] Consider usin
g the more efficient "binary" type instead of "list<byte>".

G:\THRIFT\0>
```

Get generated files gen-csharp which should be used on your Project :

Nom	Modifié le	Type	Taille
C# Access_schedule.cs	06/05/2016 10:20	Visual C# Source f...	6 Ko
C# Access_schedule_slots.cs	06/05/2016 10:20	Visual C# Source f...	6 Ko
C# Bad_file_format.cs	06/05/2016 10:20	Visual C# Source f...	3 Ko
C# Baud_rate.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# Biofingerc_async_event.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# Biofingerc_callback_command.cs	06/05/2016 10:20	Visual C# Source f...	5 Ko
C# Biofingerc_callback_enrollment_step.cs	06/05/2016 10:20	Visual C# Source f...	6 Ko
C# Biofingerc_command.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# Biofingerc_compression_type.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# Biofingerc_control_final_result.cs	06/05/2016 10:20	Visual C# Source f...	7 Ko
C# Biofingerc_control_operation_reply.cs	06/05/2016 10:20	Visual C# Source f...	11 Ko
C# Biofingerc_control_optional_param.cs	06/05/2016 10:20	Visual C# Source f...	9 Ko
C# Biofingerc_enroll_final_result.cs	06/05/2016 10:20	Visual C# Source f...	13 Ko
C# Biofingerc_enroll_operation_reply.cs	06/05/2016 10:20	Visual C# Source f...	12 Ko
C# Biofingerc_enroll_optional_param.cs	06/05/2016 10:20	Visual C# Source f...	14 Ko
C# Biofingerc_event.cs	06/05/2016 10:20	Visual C# Source f...	3 Ko
C# Biofingerc_failure_cause.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# Biofingerc_sensor_image.cs	06/05/2016 10:20	Visual C# Source f...	10 Ko
C# Biofingerc_sensor_matching_strategy.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# Biofingerc_sensor_security_level.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# Biofingerc_template_type.cs	06/05/2016 10:20	Visual C# Source f...	3 Ko
C# Biometric_sensor_incompatible_version_...	06/05/2016 10:20	Visual C# Source f...	3 Ko
C# Cancelled_error.cs	06/05/2016 10:20	Visual C# Source f...	3 Ko
C# Capability.cs	06/05/2016 10:20	Visual C# Source f...	2 Ko
C# Cls_algo.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# cls_authent_user_checks.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko
C# cls_authent_user_final_result.cs	06/05/2016 10:20	Visual C# Source f...	1 Ko

Create a new folder and then copy generated files within that folder on your C# project :



Add on that folder existing files :

- ▲ C# ThriftMASigma
 - ▶ Properties
 - ▲ Références
 - Microsoft.CSharp
 - System
 - System.Core
 - System.Data
 - System.Data.DataSetExtensions
 - System.Deployment
 - System.Drawing
 - System.Windows.Forms
 - System.Xml
 - System.Xml.Linq
 - Service References
 - ▲ gen-csharp
 - ▶ C# Access_schedule.cs
 - ▶ C# Access_schedule_slots.cs
 - ▶ C# Bad_file_format.cs
 - ▶ C# Baud_rate.cs
 - ▶ C# Biofinger_async_event.cs
 - ▶ C# Biofinger_callback_command.cs

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