SCardX Easy

Smart Card ActiveX control
Version 1.3

Smart cards on the web pages

JavaScript Web Developers Manual

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SCardSOFT

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Thank You for your interest to the SCardX Easy smart card ActiveX control!

Please send me all your suggestions or any questions about the SCardX Easy smart card ActiveX control via e-mail igor@scardsoft.com.

Visit our web site for the latest software and specifications updates.

Yours,
Igor V. Kharchenko
author.

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useful SCardSOFT pages:

SCardX Easy official web page

SCardSOFT Home

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Smart Cards Forum (English)
Smart Cards Forum (Russian)

Prices page
License's purchasing info page

contact e-mail addresses:

info@scardsoft.com - common questions;
sales@scardsoft.com - payments and licenses questions;
support@scardsoft.com - support service;

2 SCardX Easy ActiveX control overview

2.1 What is the SCardX Easy?

2.1.1 SCardX Easy is an ActiveX

SCardX Easy is a standart ActiveX control.

If your development environment (IDE) supports the ActiveX technology like the MS Visual Studio, Borland Delphi or C++ Builder or other - than the SCardX Easy may be successfully used by your applications.

You can use SCardX Easy for working with any smart card on any your web page. Only one limitation present today: - you must open your smart card web pages by the Microsoft Internet Explorer web browser only.

2.1.2 What SCardX Easy can to add into your web page?

SCardX Easy adds to your web page the following functionality:

smart cards functionality :

- receiving the smart card service's and devices' events;
- receiving an information about the attached devices;
- receiving an information about the opened smart card;
- sending the command data buffers into the opened smart cards and receiving the cards responses;
- managing the cards opening and closing modes;

additional useful tools :

- Error LookUp and Reader States LookUp services
- Data ciphering
- Tray Icon usage

2.1.3 Smart cards on your web pages

The SCardX Easy ActiveX control creates the communication channel between the parent application (web page) and an opened smart card via the smart card service and any attached PC/SC compatible smart card reader.

The SCardX Easy allows you to send the command data buffers into any ISO-7816 compatible smart cards and to receive the cards' answers.

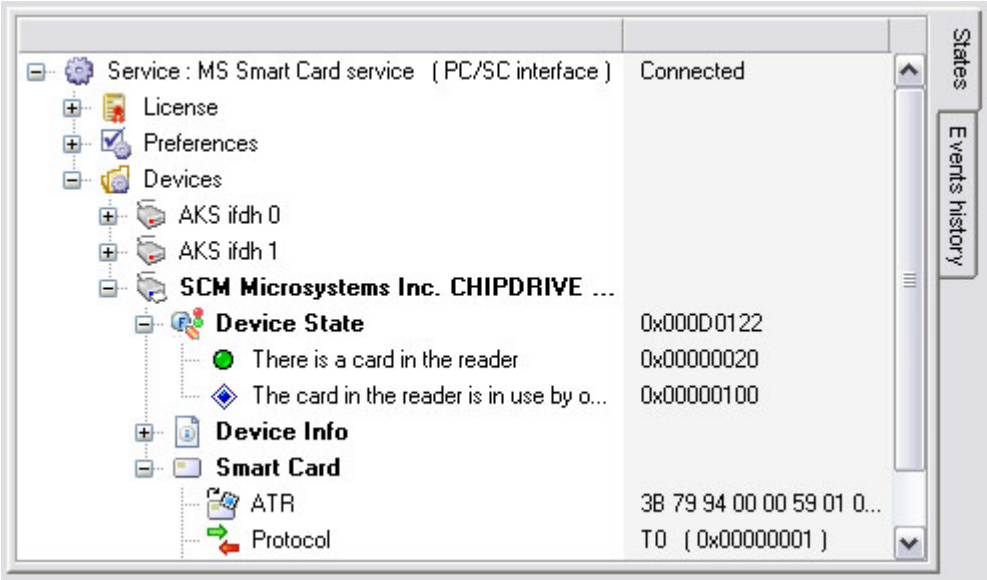
Using SCardX Easy ActiveX control you can talk with a smart card using card's "native" language - the language of the command APDU's. It is the lowest level of work with smart cards from the PC.

Using SCardX Easy ActiveX control you can send into your cards any commands according to the cards' specifications easy and without any limitations.

2.2 Appearance

2.2.1 States page

The "States" page is a main user interface element of the SCardX Easy ActiveX control.



There are many useful information and context pop-up menu commands on this page:

Smart card service info:

- selected smart card service
- service connection state

Your License info:

- License owner's name and address
- License number
- License type
- License usage rules

Preferences:

PC/SC Card detecting defaults

- Open the reader automatically : Yes, No
- Preferred Protocol: T0, T1, RAW, Autodetect, Undefined
- Preferred Sharing Mode: Share reader, Exclusive use, Direct reader control
- Card closing mode: Live card, Reset card, Unpower card, Eject card

Miscellaneous

- Separate received HEX bytes : Yes, No
- Events logging : Log all events, Log most useful events only

Attached devices' list:

- Device state
- Device info

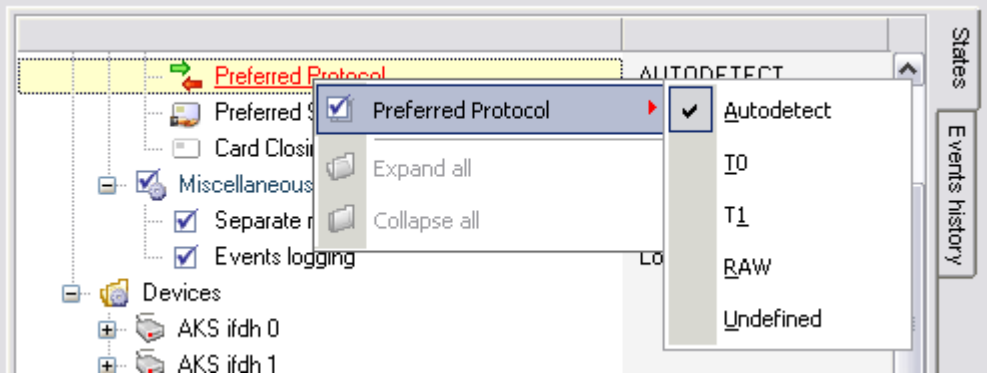
Opened smart card info:

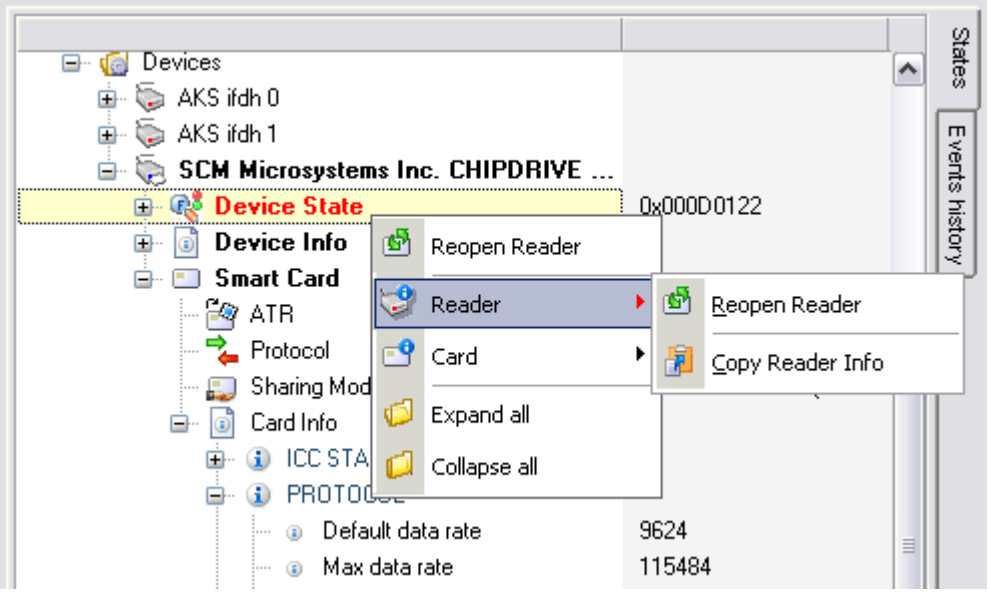
- ATR
- Protocol
- Sharing mode
- Card info

Error

- The last error info

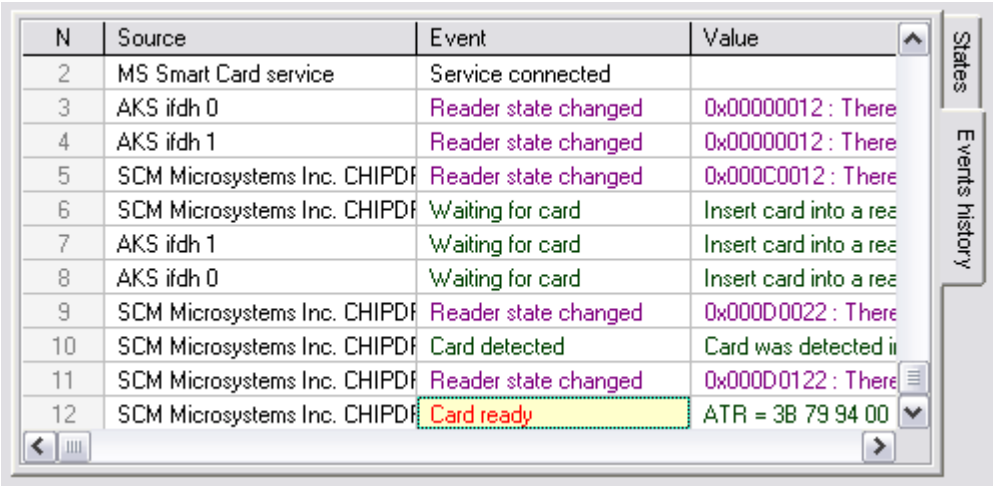
This page has the context pop-up menu which allows you to take access to many useful commands depending to the selected item.





2.2.2 Events History page

This page contents the archive of the events which was occured.



N	Source	Event	Value
2	MS Smart Card service	Service connected	
3	AKS ifdh 0	Reader state changed	0x00000012 : There
4	AKS ifdh 1	Reader state changed	0x00000012 : There
5	SCM Microsystems Inc. CHIPDF	Reader state changed	0x000C0012 : There
6	SCM Microsystems Inc. CHIPDF	Waiting for card	Insert card into a rea
7	AKS ifdh 1	Waiting for card	Insert card into a rea
8	AKS ifdh 0	Waiting for card	Insert card into a rea
9	SCM Microsystems Inc. CHIPDF	Reader state changed	0x000D0022 : There
10	SCM Microsystems Inc. CHIPDF	Card detected	Card was detected i
11	SCM Microsystems Inc. CHIPDF	Reader state changed	0x000D0122 : There
12	SCM Microsystems Inc. CHIPDF	Card ready	ATR = 3B 79 94 00

Fields

N - the serial number of the event;
Source - event source;
Event - event message;
Value - event value (if present);
Event Time - the time when the event was occured;

Pop-up Menu Commands

First Event - go to a first record;
Last Event - go to a last record;
Events logging - the logging mode : Log all events, Log most useful events only
Save Events History - save grid data to a text file;
Copy Events History - copy grid data to a Windows Clipboard;
Clear All - clear all events messages at once;

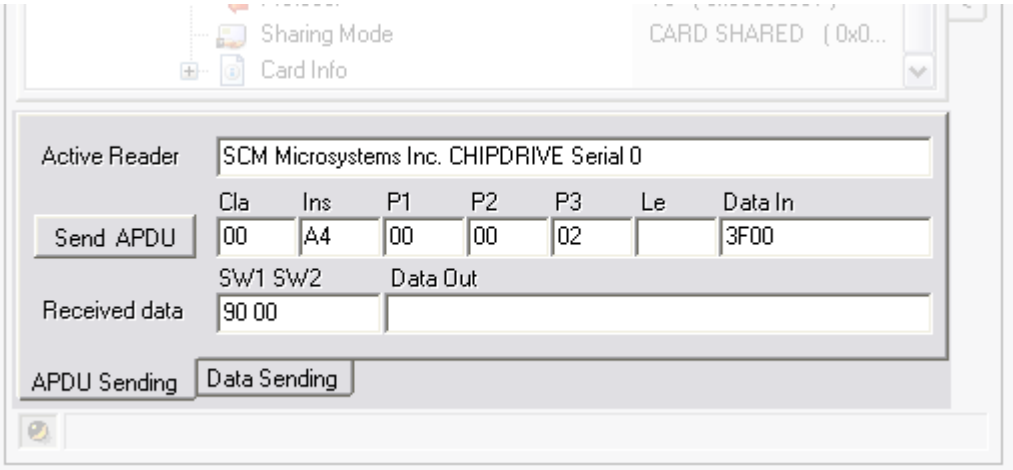
Useful info:

- you can hide/show this page by operating of the VisibleEventsHistory property;
- you can read the Events History grid data to your web page by calling the function GetEventsHistory;
- you can clear the Events History grid data by calling the function EventsHistoryClear;
- you can lock/unlock the events logging by operating of the EventsHistoryEnabled property.

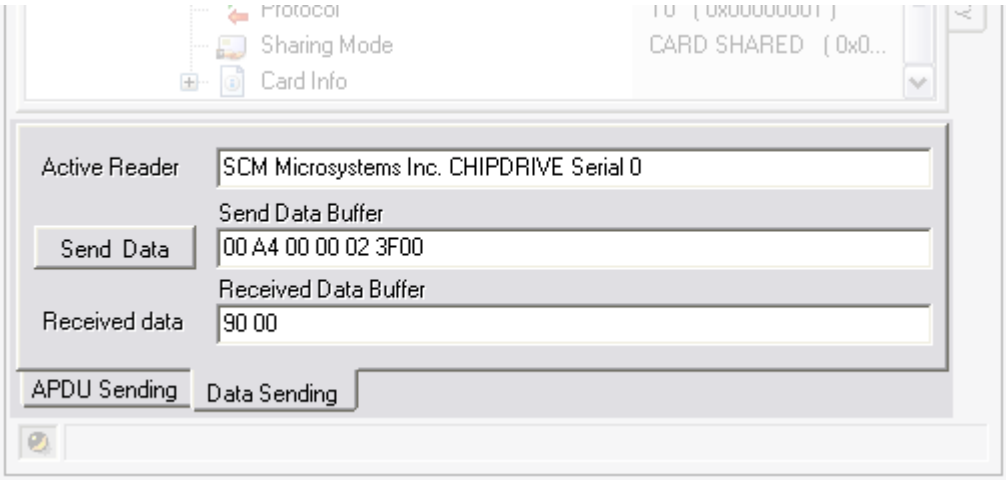
2.2.3 ToolBar panel

The ToolBar panel contain the controls for the data sending.

Using the ToolBar you can prepare and send into an opened smart card the control APDU's.



Or you can prepare and send into an opened smart card the unformatted data buffers.



The ToolBar may be used for testing of the smart card service connection or your device from any temporary web page because it is ready for data sending at once after adding the SCardX Easy to your web page.

If you don't need the ToolBar into your web page you can hide it easy.

Useful info:

- you can hide/show the ToolBar by operating of the VisibleToolBar property;

2.2.4 StatusBar panel

The StatusBar is an indicator of the activity of the data exchange process between the SCardX Easy and a smart card service.

If the control is locked the Led is On.

When the control is not locked the Led is Off.

Useful info:

- you can hide/show the StatusBar by operating of the VisibleStatusBar property;

2.3 Smart card functionality

2.3.1 Smart card service

The smart card service is a drivers' layer which is used by SCardX Easy for communication with a smart card.

Each card readers' manufacturer supports its devices by its own drivers' set.

However the last versions of the Microsoft Windows OS supports its own smart card service based on the PC/SC standard. The Microsoft PC/SC smart card service allows to any applications to work with smart cards independent to the hardware drivers.

Today SCardX Easy supports the MS Smart Card Service (PC/SC Interface) and it works with any of PC/SC compatible smart card readers.

The next versions of SCardX Easy will additionally support some another alternative smart card services .

Useful info:

- you can select the smart card service by operating of the SmartCardService property;
- you can connect SCardX Easy to the selected service or disconnect it by operating of the ConnectionState property;

2.3.2 Events

The SCardX Easy allows to your web page to receive all possible events from the selected smart card service:

User interface events

OnHistoryEvent
OnReaderSelected
OnTrayIconDblClick
OnTrayIconMenuItem

Smart card work events

OnCardDetected
OnCardInvalid
OnCardReady
OnCardWait
OnConnected
OnDataSent
OnDisconnected
OnReadersList
OnReaderStateChanged

Other events

OnERROR
OnLock
OnUnlock

2.3.3 Data sending

The SCardX Easy allows to your web page to send the data into a card and to receive the card answers.

The data sending functions are:

- SendCardAPDU : sending the command APDU's;
- SendCardDATA : sending the unformatted data buffers;

Before the data sending your web page must prepare the sending data in the hexadecimal format according to the specification of your card.

After calling both these functions returns the hexadecimal data buffer of the card answer on the sent data.

You may analyze the card answers according to the cards' specifications.

2.4 Additional tools

2.4.1 LookUp service

The SCardX Easy allows to your web page to use the following LookUp services:

- Error LookUp : decodes any error code from it number value to the text string;
- State LookUp : decodes and unpacks the readers' state code from it number value to the text string;

2.4.2 Data ciphering

The SCardX Easy allows to your web page to encode and to decode the text strings using the DES algorithm.

The DES ciphering functions are:

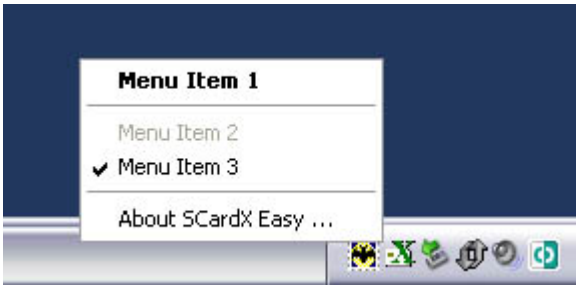
- DES_EncryptString : for encrypting the text;
- DES_DecryptString : for decrypting text from an encrypted hex data buffer;

2.4.3 Tray Icon usage

The SCardX Easy has its own icon in the system tray zone.

By default this icon has a single pop-up menu item "About...".

You can expand this pop-up menu by adding of your own menu items at any time.



The SCardX Easy allows you to add any counts of your own menu items.

Useful info:

- you can re-create the TrayIcon's menu by calling the TrayIconMenuCreate function;
- you can clear all menu items of the TrayIcon at once by calling the TrayIconMenuClear function;
- you can check/uncheck the menu item by calling the TrayIconMenuItemSetChecked function;
- you can enable/disable the menu item by calling the TrayIconMenuItemSetEnabled function;
- you can make the menu item as a default item by calling the TrayIconMenuItemSetDefault function;
- when the user clicks on the TrayIcon menu item the event OnTrayIconMenuItem occurs;
- when the user twice clicks on the TrayIcon the event OnTrayIconDblClick occurs;

2.4.4 Preferences

The SCardX Easy allows you to change the preferences via its ActiveX interface.

PC/SC Card detecting defaults

Using the SetPref_PCSC_OnCardDetect function you can set up of the following preferences:

- Open the reader automatically
- Preferred Protocol
- Preferred Sharing Mode
- Card closing mode

Miscellaneous

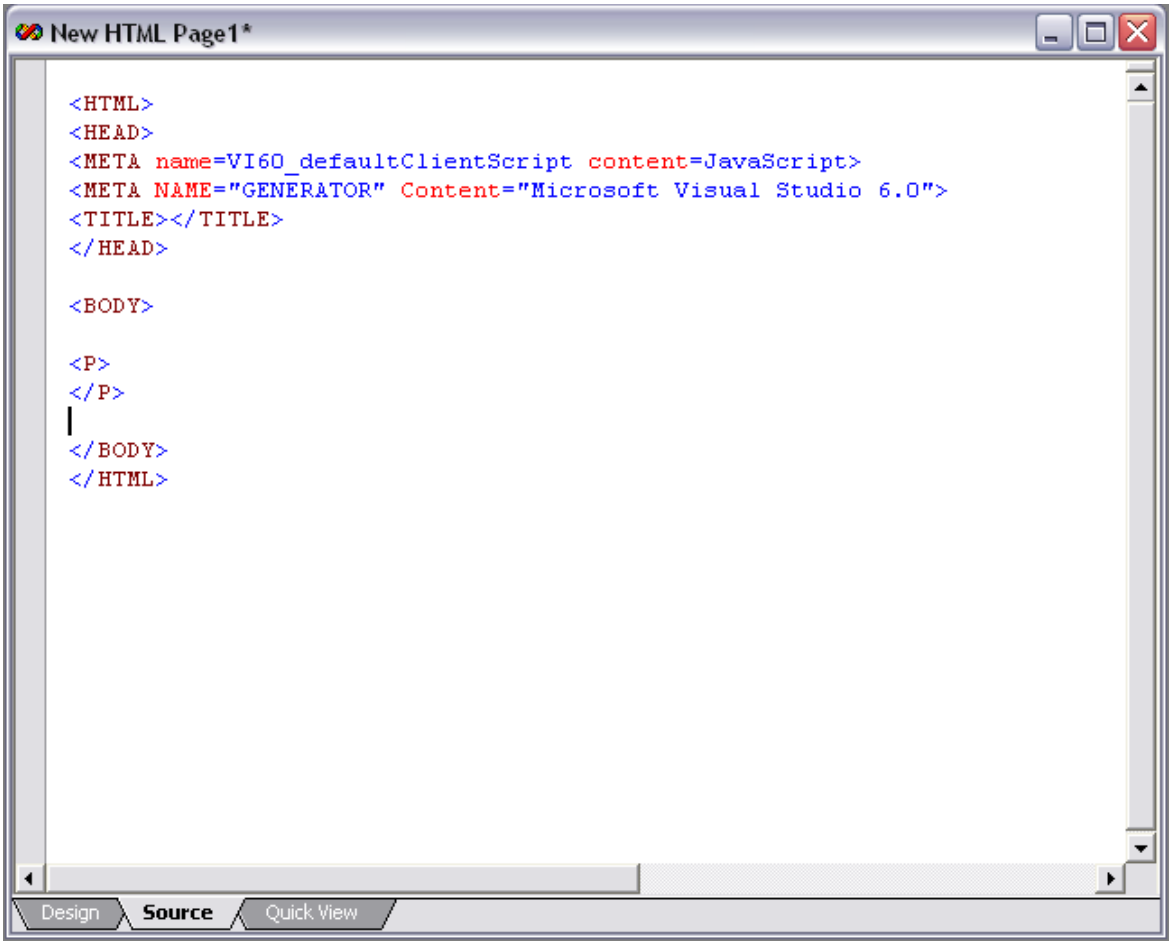
Using the SeparateReceivedBytes property you can set up the "Separate received HEX bytes" parameter of the control's preferences.

Using the EventsLogging property you can set up the "Events logging" parameter of the control's preferences.

3 SCardX Easy first start

3.1 Adding the SCardX Easy ActiveX control to the web page

Create the new web page using an any html editor:



Add the following text into this new html file:

```
<OBJECT
      CLASSID="clsid:25F6377F-63FC-4741-891B-2DDAD6DD11DA"
      id=SCardX_Easy
      >
</OBJECT>
```

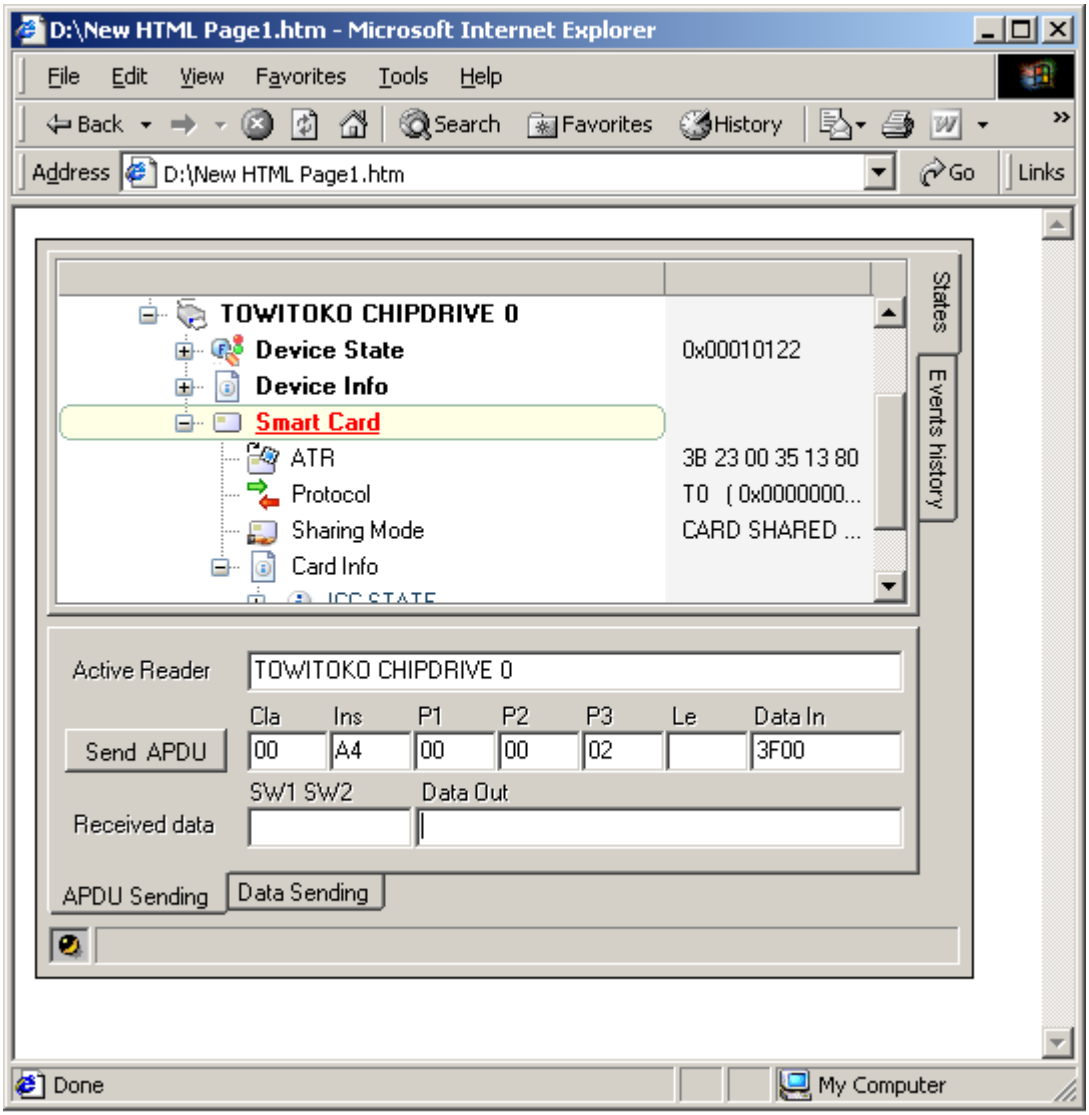
New HTML Page1*

```
<HTML>
<HEAD>
<META name=VI60_defaultClientScript content=JavaScript>
<META NAME="GENERATOR" Content="Microsoft Visual Studio 6.0">
<TITLE></TITLE>
</HEAD>

<BODY>

<P>

<OBJECT
    CLASSID="clsid:25F6377F-63FC-4741-891B-2DDAD6DD11DA"
    id=SCardX_Easy
    >
</OBJECT>

</P>

</BODY>
</HTML>
```

Design Source Quick View

If you want use the SCardX Easy ActiveX control in the invisible mode please put this OBJECT tag in the HEAD section of your html file.

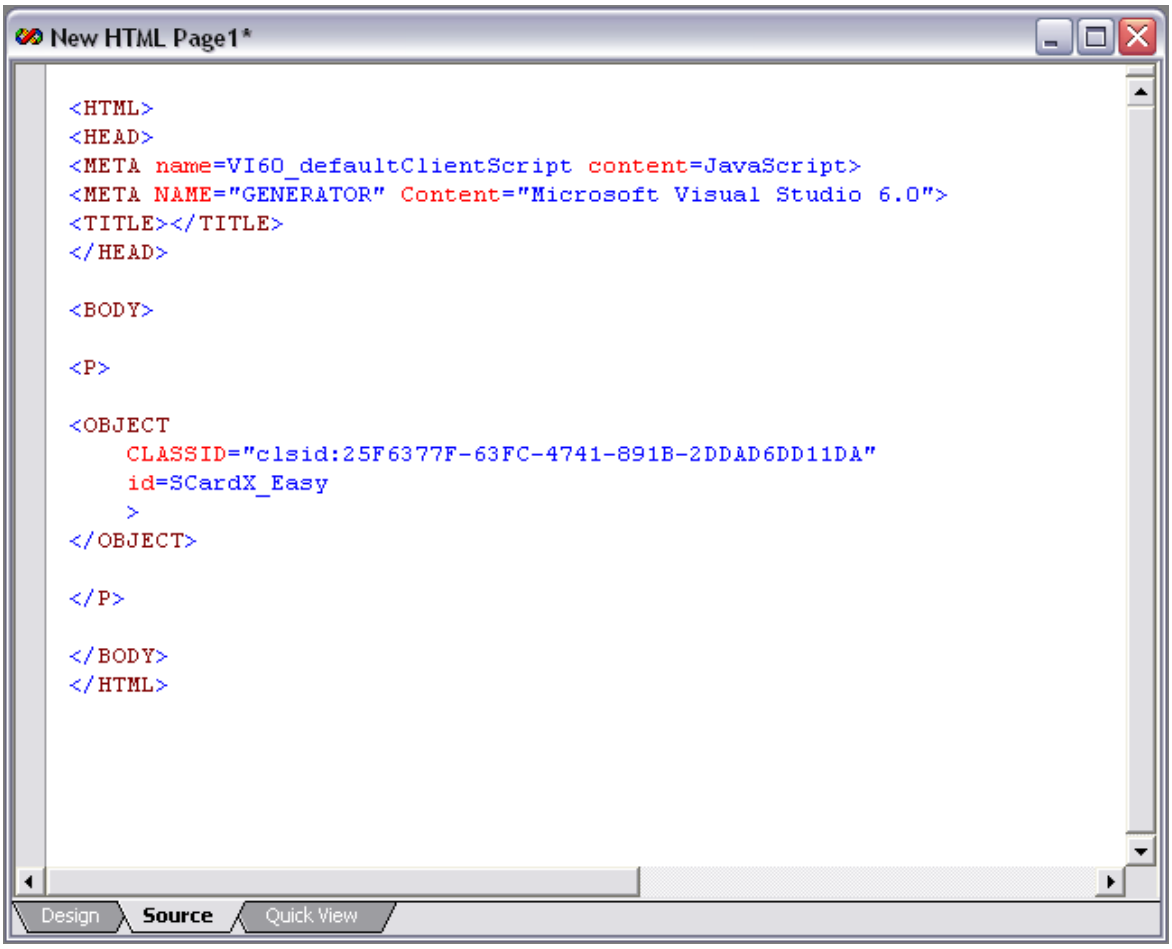
That's all. You can use now the SCardX Easy ActiveX control on this web page:


D:\New HTML Page1.htm - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Back Search Favorites History
Address D:\New HTML Page1.htm
Go Links
TOWITOKO CHIPDRIVE 0
Device State
0x00010122
Device Info
Smart Card
ATR
3B 23 00 35 13 80
Protocol
T0 (0x0000000...
Sharing Mode
CARD SHARED ...
Card Info
States
Events history
Active Reader
TOWITOKO CHIPDRIVE 0
Cla Ins P1 P2 P3 Le Data In
Send APDU
00 A4 00 00 02 3F00
SW1 SW2 Data Out
Received data
APDU Sending
Data Sending
Done
My Computer

3.2 Your first smart card web page and connection test

You can create the simple web page for testing of the smart card service and card readers of your PC .

Please create the new JavaScript web page and add the SCardX Easy ActiveX control into its BODY section:




```
<HTML>
<HEAD>
<META name=VI60_defaultClientScript content=JavaScript>
<META NAME="GENERATOR" Content="Microsoft Visual Studio 6.0">
<TITLE></TITLE>
</HEAD>

<BODY>

<P>

<OBJECT
    CLASSID="clsid:25F6377F-63FC-4741-891B-2DDAD6DD11DA"
    id=SCardX_Easy
    >
</OBJECT>

</P>

</BODY>
</HTML>
```

Setting up the page startup and page closing

Please add the following text in the HEAD section of your HTML file:

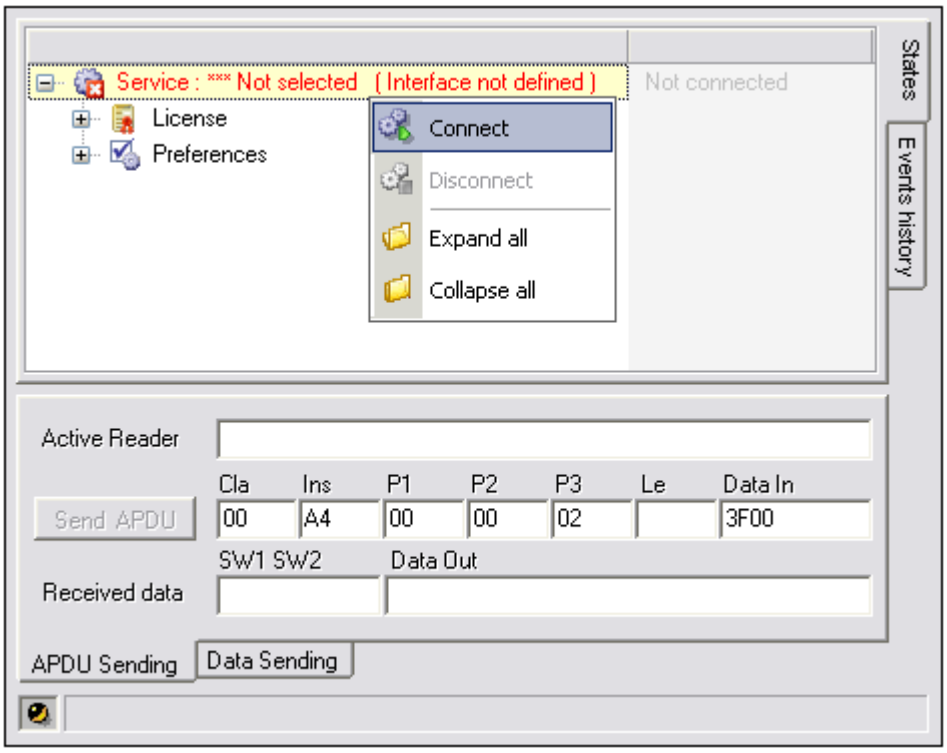
```
<SCRIPT ID=clientEventHandlersJS LANGUAGE=javascript>
<!--

function window_onload() {
SCardX_Easy.SmartCardService = 0;
SCardX_Easy.ConnectionState = 0;
}

function window_onunload() {
SCardX_Easy.Finalize();
}

//-->
</SCRIPT>
```

And modify the BODY tag of your HTML file:

```
<BODY
      LANGUAGE=javascript
      onload="return window_onload()"
      onunload="return window_onunload()"
      >
```

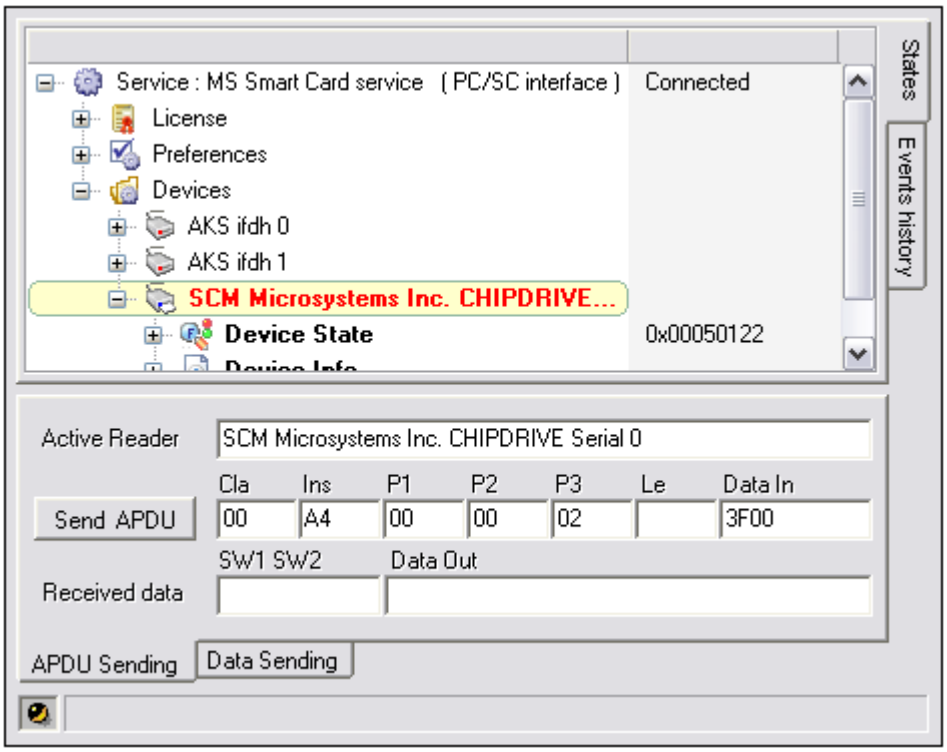
Open this web page in the MS Internet Explorer.

Click on the "Service" item of the "States" page of the SCardX Easy by the right mouse button and select the menu item "Connect ":



The SCardX Easy ActiveX control will try to connect the MS Smart Card service.

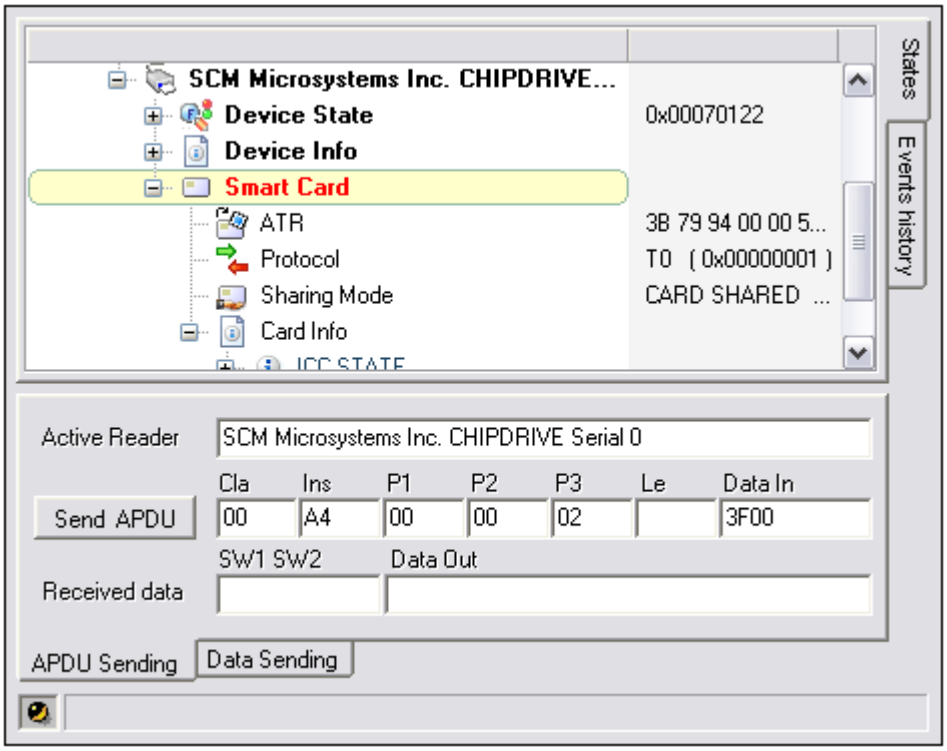
If these drivers are present on your PC the SCardX Easy ActiveX control will connect its and the available card readers names will be shown on the "States" page.



Insert the standart ISO-7816 smart card like the GSM SIM into the reader.

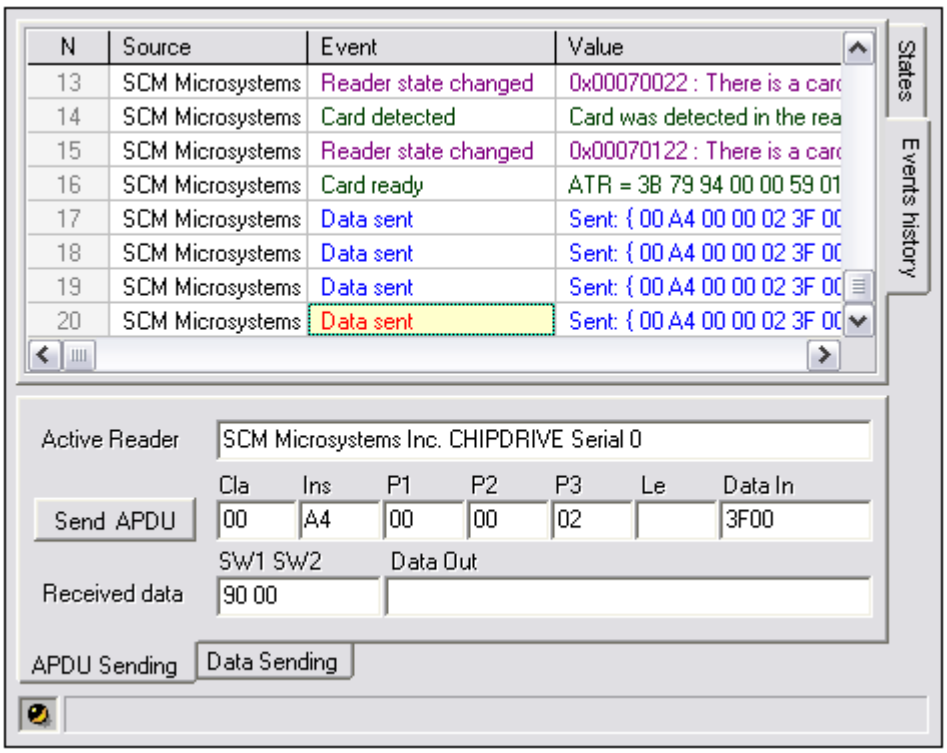
Warning! Do not use the memory cards for this test!

If the card is valid it will be opened and the info about of this card will be shown on the "States" page. Click on the highlighted reader item.



Open the "Events History" page.

Click on the "Send APDU " button of the ToolBar panel.



If the data will be sent into the card correctly:

- the event "Data sent" will be occured and placed into the events history grid;
- the received card answer will be placed into the "Received data" controls of the ToolBar panel;

Otherwise an error event will be created and placed into the events history grid.

That's all.

If you can send the data buffers into your cards you may start now to create your first smart card web page.

If an error event will be occured during of this test it means that either the smart card service on the your PC is not started or your devices are not works. In this case you can contact the SCard SOFT's support service via e-mail support@scardsoft.com for assisting in detecting and removing the troubles.

4 Your first smart card web page. " Hello, cards World ! "

4.1 Demo web page

The SCardX Easy setup program installs the source codes of example applications.

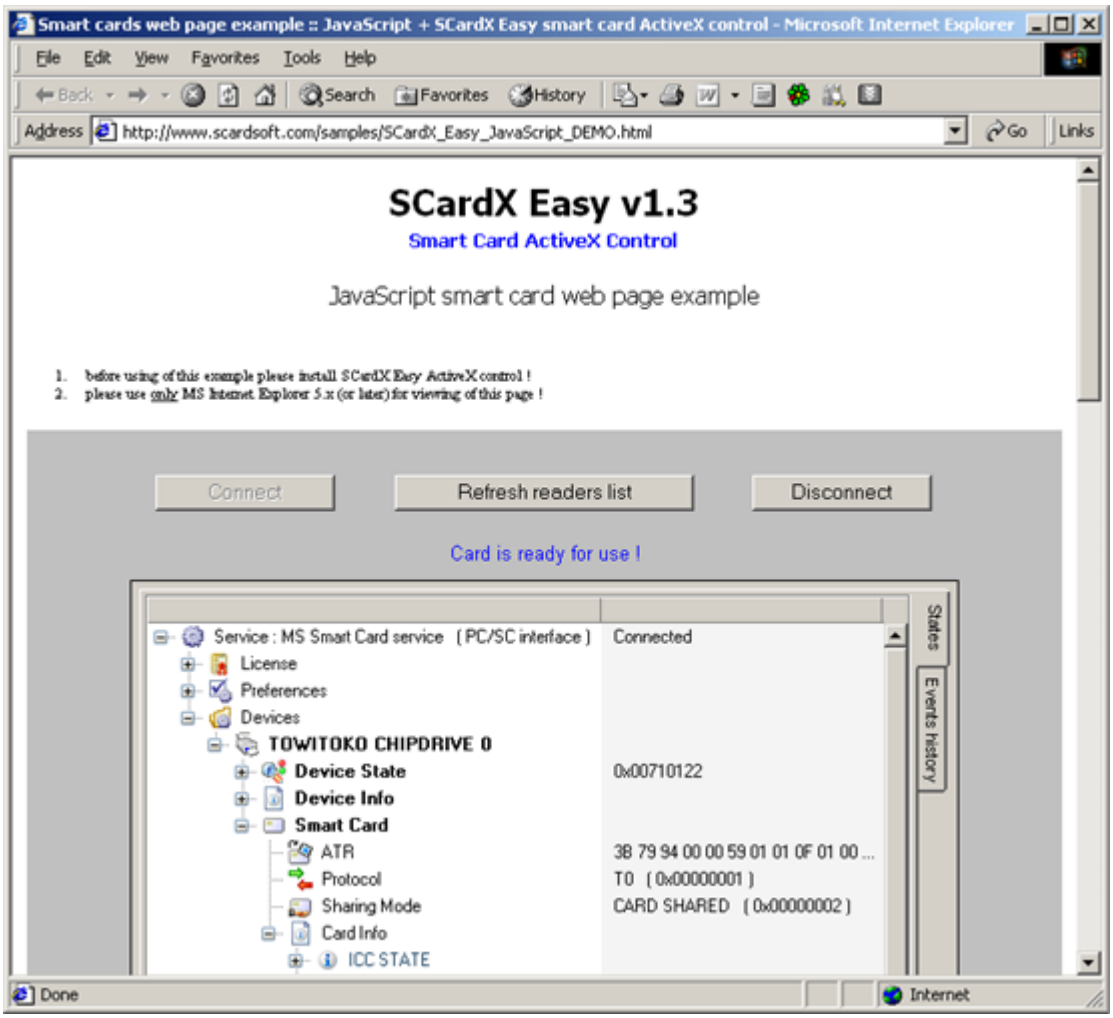
The default examples' path on your hard drive after the control's installation is:

```
"C:\Program Files\SCardSOFT\SCardX Easy\- Examples"
```

You can find the JavaScript demo web page on the following default path:

```
"C:\Program Files\SCardSOFT\SCardX Easy\- Examples\IExplorer JavaScript"
```

The JavaScript demo web page looks like on this picture:



This JavaScript demo web page will be used by this Manual as a base of your first smart card web page.

Please find it and copy its source HTML file to your JavaScript projects workplace.

4.2 New web page

1. Create the new web page;
2. Add all standart web page controls which you need;
3. Add the SCardX Easy into a created html page;
4. Rename the SCardX Easy object to SCardX_Easy;
5. Set up the control's position on the page.

4.3 Interface procedures

You need to control the states of the web page controls depending to the states of the connection and to your readers' states.

For example the data sending button must be disabled while the reader is empty.

For managing of the web page controls' states you need to control the values of the following three SCardX Easy ActiveX control properties:

ConnectionState
IsLocked
IsCardReady

When one of these properties becomes changed you need enable or disable some of the web page controls.

The demo web page has two interface functions:

```
' enable/disable the controls of the connection oriented commands
function EnableControls(){
Connected = (SCardX_Easy.ConnectionState == 1);

RList.disabled = (! Connected);
CommandConnect.disabled = (Connected);
CommandDisconnect.disabled = (! Connected);
CommandRefresh.disabled =  (! Connected);

EnableCardReadyControls();
}


' enable/disable the controls of the smart card commands
function  EnableCardReadyControls(){
RName = RList.value;
CardReady = SCardX_Easy.IsCardReady( RName );

CommandRInfo.disabled = (! CardReady);
CommandCInfo.disabled =  (! CardReady);
CommandATR.disabled = (! CardReady);
CommandReopen.disabled = (! CardReady);
CommandAPDU.disabled = (! CardReady);
CommandDATA.disabled = (! CardReady);
}
```

Call the function EnableControls on the following events:

OnConnected
OnDisconnected
OnLock
OnUnlock

The EnableControls function calls the EnableCardReadyControls function automatically. But you need to call it additionally on the following events:

OnCardWait
OnCardReady
OnReaderSelected

And additionally you need to call the EnableCardReadyControls function each time when the active reader name of your web page will be changed. In the demo web page this function additionally calls on the RList_onchange event.

4.4 Events

How to receive the smart card readers' events into your web page?

It's so easy by using of the SCardX Easy ActiveX control!

All SCardX Easy ActiveX control events are maximal informative.

For example OnCardReady event :

```
<SCRIPT
      LANGUAGE=javascript
      FOR=SCardX_Easy
      EVENT="OnCardReady(ReaderName,ATR,ProtocolValue,Protocol)"
      >
<!--
' .... your code here
//-->
</SCRIPT>
```

The OnCardReady event gives you all useful information about the opened smart card at once:

- the opened card's **Reader Name** ;
- the **ATR** of the opened card;
- the real active **Protocol** of the opened card.

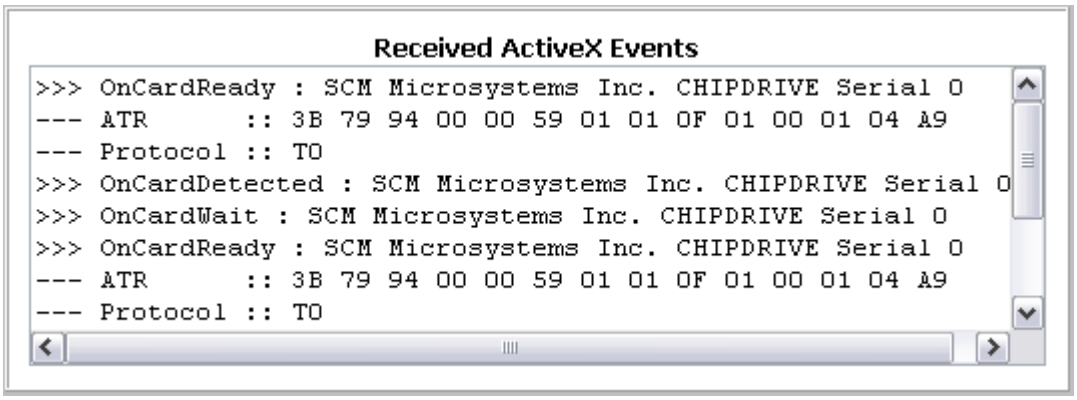
Any smart card application or web page without the events are dead and unusable.

Otherwise by using the SCardX Easy ActiveX control you can add to your web pages the power and sensitivity of the professional smart card applications.

Processing of the received events

Each event has its own parameters list and each event is intended for its own task.

Additionally to the specific events' tasks the demo web page has special controls and functions for the simple visualization of all received events :



These events visualization tools are the EventsList textarea control and the AddMessage function:

```
function AddMessage(EventStr, EventSource){
if (EventSource>"") { dvd=" : ";} else {dvd="";};
var bbb=EventsList.value;
var aaa= ">>> " + EventStr + dvd + EventSource + strNewLine;
EventsList.value=aaa+bbb;
}
```

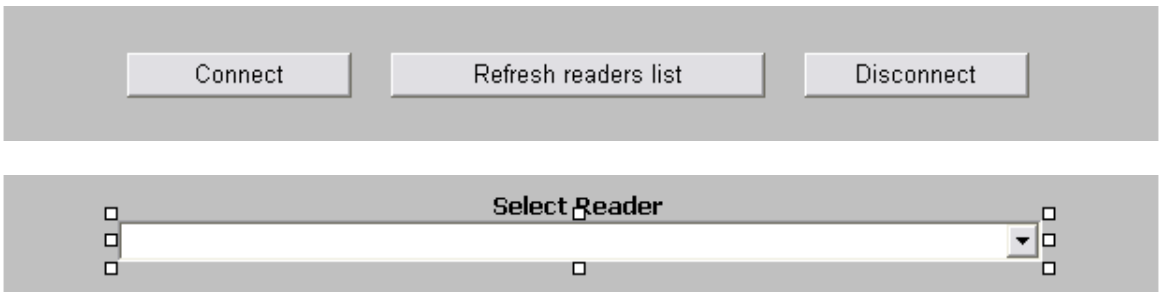
It's easy! Call this function for an each occured event and you will see all received events by looking thru the text lines into the EventsList control:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnReaderSelected( ReaderName )">
<!--
AddMessage( "OnReaderSelected", ReaderName );
//-->
</SCRIPT>
```

4.5 Preparing the connection controls

Before working with smart cards we need to connect the smart card service.

Place on the web page the three buttons for the connection commands and one select control for the readers names' list like on this picture:



Service connecting commands

By clicking on the "Connect " button we'll select the MS Smart Card service and set up the connection state of SCardX Easy as connected:

```
function CommandConnect_onclick() {
SCardX_Easy.SmartCardService = 1;
SCardX_Easy.ConnectionState = 1;
}
```

By clicking on the "Disconnect " button we'll close the connection and unload the driver:

```
function CommandDisconnect_onclick() {
SCardX_Easy.ConnectionState = 0;
SCardX_Easy.SmartCardService = 0;
}
```

What will be happened after clicking on the "Connect Service " button :

- the SCardX Easy loads the driver libraries and makes the connection to the selected smart card service;
- OnConnected events occurs; on this event you can enable the controls on the web page by calling the EnableControls function;
- the SCardX Easy loads from the service the list of the names of the available card readers which are attached to your PC;
- OnReadersList events occurs; on this event you can receive and store the readers list;
- the SCardX Easy starts to listen the devices for the changes of its states;

- from now the web page will receive the following readers states events:
  OnReaderStateChanged
  OnCardWait : on this event you can enable the controls on the web page by calling the EnableCardReadyControls function;
  OnCardDetected
  OnCardInvalid
  OnCardReady : on this event you can enable the controls on the web page by calling the EnableCardReadyControls function;
  OnReaderSelected : on this event you can enable the controls on the web page by calling the EnableCardReadyControls function;

Readers list receiving

Many functions of the SCardX Easy ActiveX control needs the reader name as a parameter.

You can receive and store on the web page the readers list by the two ways:
- using the OnReadersList event;
- using the GetReadersList function of the SCardX Easy;

The demo web page uses the RList select control as a readers names' container. And additionally the selected reader of this control always used as the active reader name for all smart cards' and devices' commands.

For filling up of the RList select control by the real names of attached readers the demo web page has a function MakeReadersList:

```
function MakeReadersList(ReadersNames){
var ii=0;
var part_num=0;
var ReadersNamesList = new Array();
var ss="";

RList.length=0;
ReadersNamesList = ReadersNames.split(strNewLine);
while (part_num < ReadersNamesList.length)
      {
      ss=ReadersNamesList[part_num];
      ss=ss.replace(/^\s*|\s*$/g,"");
      if (ss>""){
              RList.length=part_num+1;
              RList.options[part_num].text=ss;
              RList.options[part_num].value=ss;
              };
      part_num+=1;
      }
RList.options[0].selected=true;
}
```

The demo web page calls the MakeReadersList automatically on the OnReadersList event:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnReadersList(ReadersList)">
<!--
AddMessage("OnReadersList", "");
if (ReadersList>"") {
      MakeReadersList(ReadersList);
      };
//-->
</SCRIPT>
```

It's easy! The SCardX Easy ActiveX control gives you the readers list as a parameter of the OnReadersList event!

Alternatively you can receive the readers list at any time using the GetReadersList function of the SCardX Easy. For this command the demo web page has the "Refresh Readers List" button.

By clicking on the "Refresh Readers List" button the web page reloads the readers list:

```
function CommandRefresh_onclick () {
ReadersList=SCardX_Easy.GetReadersList();
if (ReadersList>"") {
      MakeReadersList(ReadersList);
      };
}
```

4.6 Preparing the opened reader controls

After receiving of the OnCardReady event the web page may call the following functions of the SCardX Easy ActiveX control:

- ReopenReader
- GetReaderInfoFmt
- GetReaderInfo
- GetCardInfoFmt
- GetCardInfo
- GetCardATR
- SendCardAPDU
- SendCardDATA

All these functions needs the opened reader name as a parameter and may be called after receiving the OnCardReady event only.

Reopen Reader command

Add the "Reopen Reader" button on the web page.

By clicking on this button the web page will reopens the selected card reader:

```
function CommandReopen_onclick () {
SCardX_Easy.ReopenReader (RList.value);
}
```

Receiving the Reader Info

Add the "Get Reader Info" button and the "Format Info" checkbox on the web page.

The SCardX Easy has two functions for the reader info receiving:

- GetReaderInfo
- GetReaderInfoFmt

The function GetReaderInfo returns the not formatted info lines like these ones:

```
[VENDOR INFO]
VENDOR NAME=SCM Microsystems Inc.
VENDOR IFD TYPE=CHIPDRIVE Serial
VENDOR IFD VERSION=< no info >
VENDOR IFD SERIAL NO=12639860
```

The function **GetReaderInfoFmt** returns the formatted info lines like these ones:

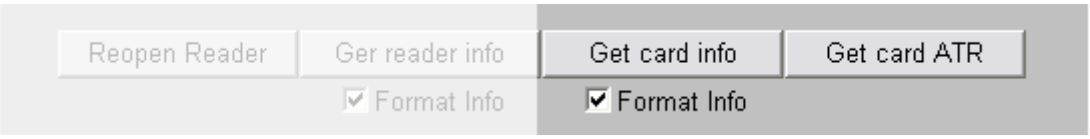
```
VENDOR INFO
  VENDOR NAME ..................    SCM Microsystems Inc.
  VENDOR IFD TYPE ..............    CHIPDRIVE Serial
  VENDOR IFD VERSION ...........    < no info >
  VENDOR IFD SERIAL NO .........    12639860
```

By clicking on the "Get Reader Info" button the web page will receive the info lines :

```
function CommandRInfo_onclick() {
var bbb=EventsList.value;
if (Check5.checked) {
      ss=SCardX_Easy.GetReaderInfoFmt(RList.value);
      }else{
      ss=SCardX_Easy.GetReaderInfo(RList.value);
      };

var aaa = ss + strNewLine;
EventsList.value= aaa + bbb;
AddMessage("Get Reader Info", RList.value);
}
```

Receiving the Card Info

Add the "Get Card Info" and "Get Card ATR" button and the "Format Info" checkbox on the web page.



The SCardX Easy has two functions for the card info receiving:

- GetCardInfo
- GetCardInfoFmt

The function GetCardInfo returns the not formatted info lines like these ones:

```
[ICC STATE]
ATR STRING=3B 79 94 00 00 59 01 01 0F 01 00 01 04 A9
ICC PRESENCE=2
ICC INTERFACE STATUS=255
ICC TYPE PER ATR=1
CURRENT IO STATE=< no info >
[PROTOCOL]
DEFAULT DATA RATE=9624
MAX DATA RATE=115484
ASYNC PROTOCOL TYPES=3
DEFAULT CLK=3580
```

The function GetCardInfoFmt returns the formatted info lines like these ones:

```
ICC STATE
```

```
ATR STRING ...................      3B 79 94 00 00 59 01 01 0F 01 00 01 04 A9
  ICC PRESENCE .................    2
  ICC INTERFACE STATUS .........    255
  ICC TYPE PER ATR .............    1
  CURRENT IO STATE .............    < no info >

PROTOCOL
  DEFAULT DATA RATE ............    9624
  MAX DATA RATE ................    115484
  ASYNC PROTOCOL TYPES .........    3
  DEFAULT CLK ..................    3580
```

By clicking on the "Get Card Info" button the web page will receive the info lines :

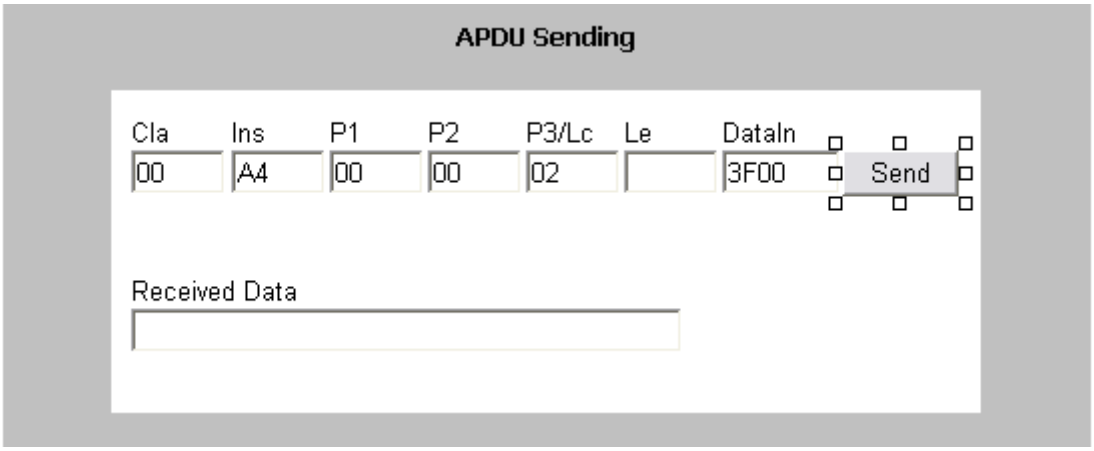
```
function CommandCInfo_onclick() {
var bbb=EventsList.value;
if (Check6.checked) {
      ss=SCardX_Easy.GetCardInfoFmt(RList.value);
      }else{
      ss=SCardX_Easy.GetCardInfo(RList.value);
      };
var aaa= ss + strNewLine;
EventsList.value= aaa + bbb;
AddMessage( "Get Card Info", RList.value);
}
```

By clicking on the "Get Card ATR" button the web page will receive the ATR string of the opened card:

```
function CommandATR_onclick() {
var ss=SCardX_Easy.GetCardATR (RList.value);
AddMessage( "Get Card ATR", RList.value);
}
```

Command APDU sending

Add to the web page the following controls:



By clicking on the "Send" button the web page gets the hexadecimal parts of a command APDU according to ISO-7816 from the web page text input controls and puts its to parameters of the SCardX Easy function SendCardAPDU :

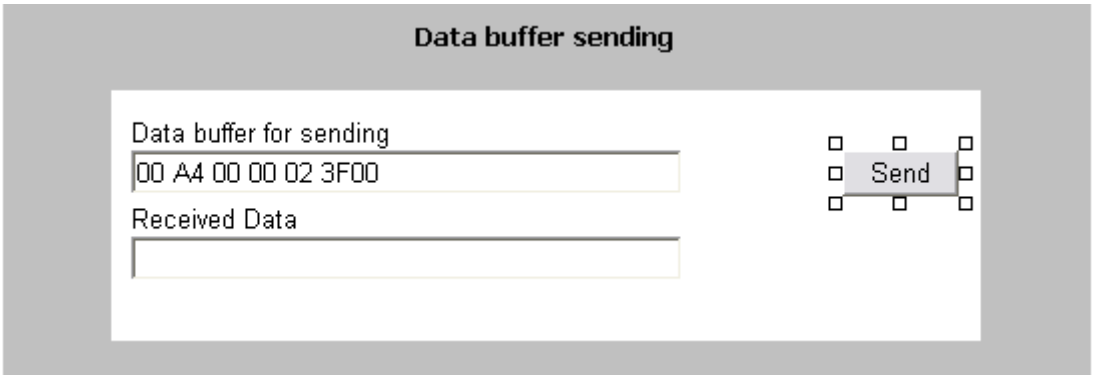
```
function CommandAPDU_onclick() {
var s = "";
var ss = "";
DataOut.value = "";
```

```
var sss=SCardX_Easy.SendCardAPDU( RList.value, Cla.value, Ins.value, P1_1.value,
P2_1.value, P3_1.value, Le_1.value, DataIn.value,s,ss);

DataOut.value = sss;
}
```

This function returns the card's response APDU data buffer in the hexadecimal format according to ISO-7816.
The returned data placed in the text input control labeled "Received Data".

Unformatted data buffers sending

Add to the web page the following controls:



By clicking on the "Send" button the web page gets the hexadecimal value of the send buffer labeled as "Data buffer for sending" and puts it to a parameter of the SCardX Easy function SendCardDATA :

```
function CommandDATA_onclick() {
ReceivedBuffer.value = "";

var sss=SCardX_Easy.SendCardDATA( RList.value, SendBuffer.value);

ReceivedBuffer.value = sss;
}
```

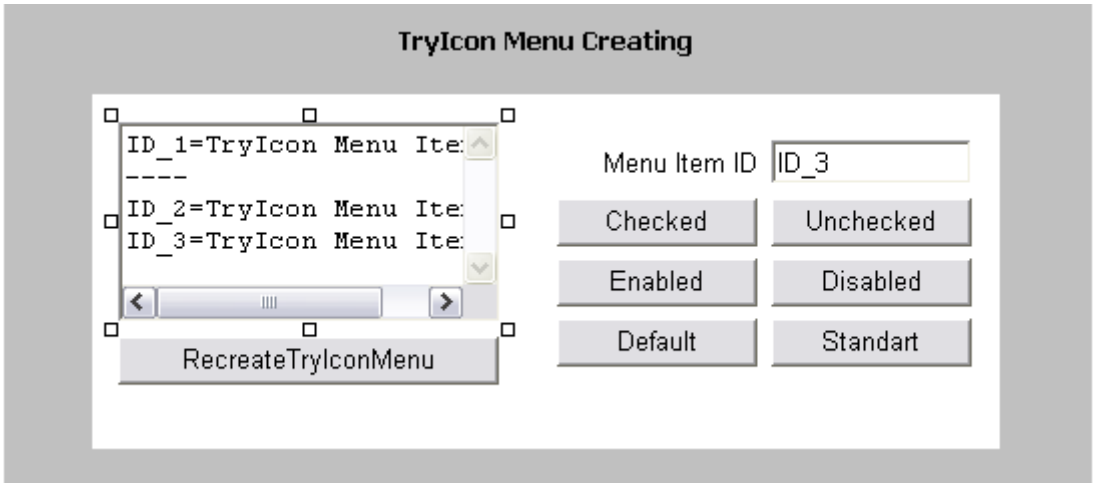
This function returns the card's answer on the sent data in the hexadecimal format.
The returned data placed in the text input control labeled "Received Data".

4.7 Tray Icon

The SCardX Easy ActiveX control allows you to manage the tray icon pop-up menu items and to receive the tray icon events.

Preparing the web page controls

Add to the web page the following controls:



Creating your own tray icon menu

The new pop-up menu of the SCardX Easy tray icon creates easy by calling of the TrayIconMenuCreate function.

You need to prepare the menu items list according to these rules:

- each new line in the list is the new menu item template;
- each menu item template consists of two parts;
  - the menu item ID;
  - the menu item caption;
- the parts of the menu item template are divided by the "=" character;
- if the menu item template begins with a "-" character the menus divider will be created;

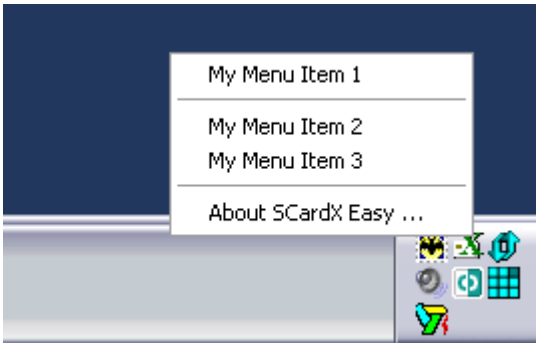
Use the TryIconMenuItems text area control on the web page for preparing of the menu items list before menu creating.

For example your menu items list may be prepared like this:

```
• ID_1=My Menu Item 1
• - it's the divider
• ID_2=My Menu Item 2
• ID_3=My Menu Item 3
```

By clicking on the "Recreate TryIcon Menu" button the SCardX Easy will recreate its tray icon pop-up menu:

```
function TryIconMenuCreate_onclick() {
SCardX_Easy.TrayIconMenuCreate (TryIconMenuItems.value);
}
```



Changing the menu item properties

You can set up the following menu item properties:

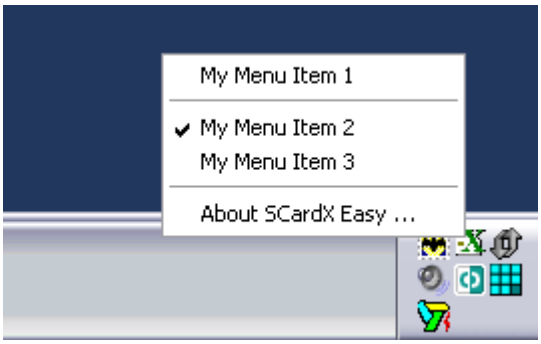
- checked / unchecked
- enabled / disabled
- default / standart

All functions for changing of the menu item's properties needs the item ID string as a parameter.

Setting up the menu item as checked / unchecked

By clicking on the "Checked" button the SCardX Easy makes the menu item as checked:

```
function TryIconMI_Check_onclick() {
SCardX_Easy.TrayIconMenuItemSetChecked (ItemID.value, true);
}
```



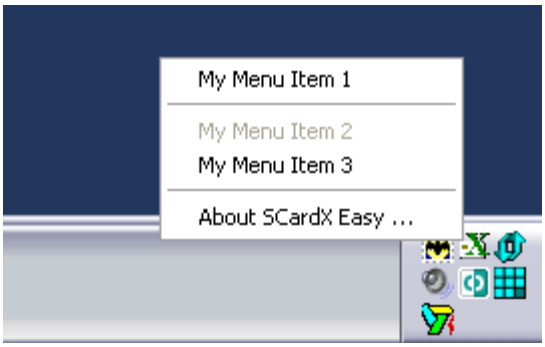
By clicking on the "Unchecked" button the SCardX Easy makes the menu item as unchecked:

```
function TryIconMI_Check_onclick() {
SCardX_Easy.TrayIconMenuItemSetChecked (ItemID.value, false);
}
```

Setting up the menu item as enabled / disabled

By clicking on the "Disabled" button the SCardX Easy makes the menu item as disabled:

```
function TryIconMI_Enabled_onclick() {
SCardX_Easy.TrayIconMenuItemSetEnabled (ItemID.value, false);
}
```



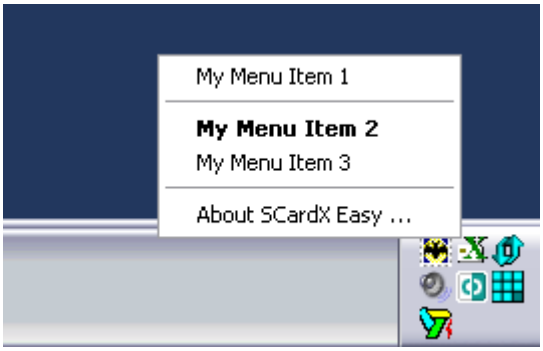
By clicking on the "Enabled" button the SCardX Easy makes the menu item as enabled:

```
function TryIconMI_Enabled_onclick() {
SCardX_Easy.TrayIconMenuItemSetEnabled (ItemID.value, true);
}
```

Setting up the menu item as default / standart

By clicking on the "Default" button the SCardX Easy makes the menu item as default:

```
function TryIconMI_Default_onclick() {
SCardX_Easy.TrayIconMenuItemSetDefault (ItemID.value, true);
}
```



By clicking on the "Standart" button the SCardX Easy makes the menu item as standart menu item:

```
function TryIconMI_Default_onclick() {
SCardX_Easy.TrayIconMenuItemSetDefault (ItemID.value, false);
}
```

Receiving the tray icon menu events

The SCardX Easy creates the OnTrayIconMenuItem event when user clicks on the menu item:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnTrayIconMenuItem( ItemID,
IsChecked, IsEnabled, IsDefault, Caption )">
<!--
AddMessage( "OnTrayIconMenuItem", ItemID );
//-->
</SCRIPT>
```

Receiving the tray icon mouse double click event

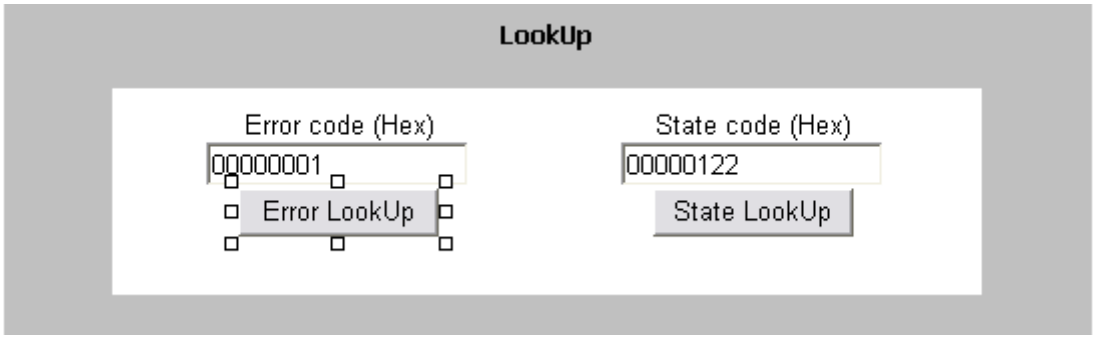
The SCardX Easy creates the OnTrayIconDblClick event when user double clicks on the tray icon:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT=OnTrayIconDblClick>
<!--
AddMessage( "OnTrayIconDblClick", "" );
//-->
</SCRIPT>
```

4.8 LookUp service

The SCardX Easy allows you to decode the system error codes and the reader states codes from its numerical values to its string descriptions.

Add to the web page the following controls:



Error LookUp

By clicking on the "Error LookUp" button the web page calls the lookup function and receives the decoded value:

```
function CommandErrorLookUp_onclick () {
var bbb=EventsList.value;
var ss = SCardX_Easy.LookUpError(TextELookUp.value);
var aaa = ss + strNewLine;
EventsList.value = aaa+bbb;
AddMessage( "LookUpError", TextELookUp.value);
}
```

Reader State LookUp

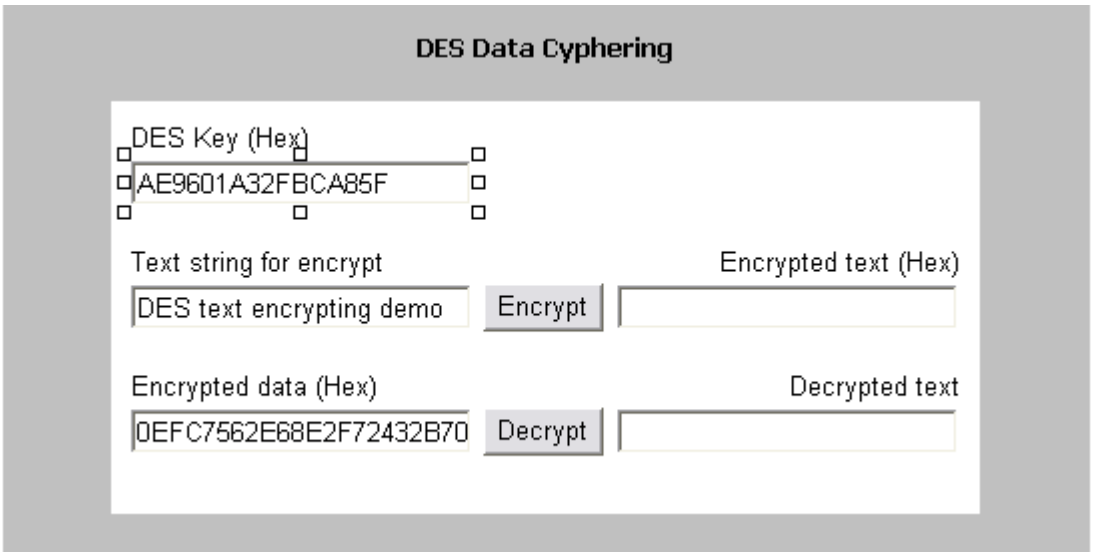
By clicking on the "State LookUp" button the web page calls the lookup function and receives the decoded value:

```
function CommandStateLookUp_onclick () {
var bbb=EventsList.value;
var ss = SCardX_Easy.LookUpReaderState (TextSLookUp.value);
var aaa= ss + strNewLine;
EventsList.value=aaa+bbb;
AddMessage( "LookUpReaderState","");
}
```

4.9 Data ciphering

The SCardX Easy ActiveX control allows you to encrypt and to decrypt the text strings using the DES algorithm.

Add to the web page the following controls:



Before using the ciphering functions you need to prepare the Key value in the hexadecimal format.

Key rules:

- if you want to use as a key ASCII symbols like the letters or numbers you need to convert its char codes to a hexadecimal format;

  for example the ASCII text "**MyKey123** " in the hex format is "**4D794B6579313233** "

- the length of the binary key always must be 8 bytes and the length of the key in the hexadecimal format always must be 16 hex symbols!

Create the new key and place its hex value into the text input control labeled "DES Key (Hex)".

DES data encoding

Type any text you like into the text control labeled "Text string for encrypt".

By clicking on the "Encrypt" button the web page takes the key hex value and the text for encrypt from the input controls and calls the DES_EncryptString encrypt function:

```
function DESEnc_onclick() {
var ss = SCardX_Easy.DES_EncryptString(KeyHEX.value, textDESTextForEnc.value);
textDESTextAfterEnc.value=ss;
}
```

Encrypting example:

```
DES Key :          AE9601A32FBCA85F
Text :             Demo text for encrypt
Encrypted data :   D6 D1 DB 24 59 8B 3A 9F 4D 22 58 96 68 92 AB 29 40 41 16 B4 69 64 15
28
```

DES data decoding

Type the previous encrypted text as a hex buffer into the text control labeled "Encrypted data (Hex)".

By clicking on the "Decrypt" button the web page takes the key hex value and the encrypted hex buffer from the input controls and calls the DES_DecryptString decrypt function:

```
function DESDec_onclick() {
var ss = SCardX_Easy.DES_DecryptString(KeyHEX.value, textDESTextForDec.value);
textDESTextAfterDec.value=ss;
}
```

Decrypting example:

```
DES Key :          8CA64DE9C1B123A7
Decrypted text :   Decrypt demo text
Encrypted data :   BA 40 AC 43 81 34 9A DC AF 60 0B D5 EC 49 86 F8 90 7B B0 71 C1 05 38
A9
```

4.10 Configuring the web page startup

The web page startup is a good moment for setting up the SCardX Easy's properties.

```
function window_onload() {
// setting up the user interface properties
SCardX_Easy.ActivePage = 0;
// connecting the service
SCardX_Easy.SmartCardService = 1;
SCardX_Easy.ConnectionState = 1;
// enabling/disabling the controls
EnableControls();
};
```

We recommend you to set up the user interface properties of the SCardX Easy like the BorderStyle and other on the web page startup event.

4.11 Configuring the web page shutdown

Important!

You must call the finalization function of the SCardX Easy on the web page shutdown!

```
function window_onunload() {
SCardX_Easy.Finalize();
}
```

4.12 Tell : - " Hello, cards World ! "

Ok. Your first smart card web page is already prepared and ready to start!

ISO-7816 standard and smart card basics

The ISO-7816 is a base of the smart cards functionality. All another smart cards specifications was created under of this standard and expands it only.

The card command may be sent into a card as a data buffer which is formatted as a **command APDU** (**A**pplication **P**rotocol **D**ata **U**nit).

The card's answer on each **command APDU** is the data buffer which is formatted as a **response APDU** .

According to ISO-7816-4 5.3.1 the **command APDU** consists of :

- a mandatory header of 4 bytes : **Cla Ins P1 P2** ;
- a conditional body of a variable length;

Command APDU structure:

Header	Body
Cla Ins P1 P2	[**Lc** field] [**DataIn** field] [**Le** field]

What is the **command APDU** content?

According to ISO-7816-4 5.4 the **command APDU** contents :

Code	Name	Length	Description
Cla **Ins** **P1** **P2**	Class Instruction Parameter1 Parameter 2	**1** **1** **1** **1**	Class of instruction Instruction code Instruction parameter 1 Instruction parameter 2
P3/Lc field	Length	variable **1** or **3**	Number of bytes present in the data field of the command
DataIn field	Data	variable **= Lc**	String of bytes sent in the data field of the command
Le field	Length	variable **<= 3**	Maximum number of bytes inspected in the data field of the response to the command

So each command is an APDU-formatted array of bytes which may be sent into a card.

What happens after the data was sent?

The card answers on the sent command APDU by its **response APDU** .

According to ISO-7816-4 5.3.3 the **response APDU** consists of :

- a conditional body of a variable length;
- a mandatory trailer of 4 bytes (status word) : **SW1 SW2** ;

Body	Trailer
[**DataOut field**]	**SW1 SW2**

What is the **response APDU** content?

According to ISO-7816-4 5.4 the **response APDU** contents :

Code	Name	Length	Description
DataOut field	Data	variable **= Le**	String of bytes received in the data field of the response
SW1 **SW2**	Status byte 1 Status byte 2	**1** **1**	Command processing status Command processing qualifier

How it works?

For preparing of the command you need only to fill up the **command APDU** fields according to the card command which you need send into the card. Where can you find the values of these fields? You may find all necessary info about the **command APDU** and **response APDU** fields' values in the specifications of your smart cards.

The ISO-7816 standard defines the global principles of the card's functionality only.

The real cards always differs by its available commands' set and by the values of the **command APDU** fields and all cards differs by its **response APDU** fields values.

But all chip smart cards always receives the commands as **command APDU** 's and answers back by the **response APDU** 's according to ISO-7816.

Please look more about the smart cards basics into the ISO-7816 standard and into the your cards' specifications.

Your first smart card command

As example we'll use the GSM SIM card and the GSM11.11 card specification.

According to ISO-7816 any smart card must have the Master File (MF) named 3F00. It's the "root directory" of the smart card's filesystem. The SIM card has the "3F00" file too.

We'll try to send to the SIM card the command SELECT MF.

According to GSM11.11 9.2.1 the **command APDU** for the command SELECT is defined as:

9.2.1 SELECT

COMMAND	CLASS	INS	P1	P2	P3
SELECT	'A0'	'A4'	'00'	'00'	'02'

Command parameters/data:

Byte(s)	Description	Length
1 - 2	File ID	2

And according to GSM11.11 9.4.1 the successful **respond APDU** is defined as:

9.4 Status conditions returned by the card

This subclause specifies the coding of the status words SW1 and SW2.

9.4.1 Responses to commands which are correctly executed

SW1	SW2	Description
'90'	'00'	- normal ending of the command
'91'	'XX'	- normal ending of the command, with extra information from the proactive SIM containing a command for the ME. Length 'XX' of the response data
'9E'	'XX'	- length 'XX' of the response data given in case of a SIM data download error
'9F'	'XX'	- length 'XX' of the response data

So, according to GSM11.11 our **command APDU** is:

```
Cla       = A0
Ins       = A4
P1        = 00
P2        = 00
P3/Lc     = 02
DataIn    = 3F00
```

And after of this **command APDU** will be sent into the card you may receive from the card the following **response APDU** :

```
DataOut      = <none>
SW1 SW2      = 9F XX ( where XX is the length of the response data)
```

You can test this command using prepared smart card web page:

1. open the web page in the MS Internet Explorer;
2. connect to the service;
3. insert the card into a reader;
4. after the card will be opened by SCardX Easy please select your reader in the readers list on the web page;
5. fill up the fields of the "**APDU Sending** " controls on the web page according to the **command APDU** which was defined before;

6. click on the "**Send APDU** " button;
7. after the command sending please look on the text input control labeled as "**SW1SW2"** - there is the status word hex value like "**9F17"** must present there;

That's all.

1. you have prepared your first command APDU;
2. you have sent this command into the card;
3. and you have received from the card its answer on your command!

Congratulations!
At this moment you already have told to your SIM card - " Hello, cards World ! "

5 SCardX Easy interface specification

5.1 Properties

User interface properties

ActivePage
BorderStyle
BorderWidth
EventsHistoryEnabled
EventsLogging
Visible
VisibleEventsHistory
VisibleStatusBar
VisibleToolBar
VisibleTrayIcon

Smart card work properties

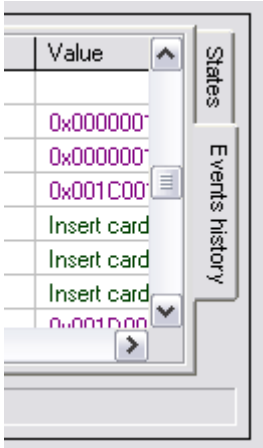
ConnectionState
SmartCardService
SeparateReceivedBytes

5.1.1 ActivePage

Specifies what the page of SCardX Easy is on the front of the control .

apStates

apEventsHistory



Description

Use the ActivePage property to determine what page is on the front of the control.

Type:

```
C++    : int
Basic  : As Long
Delphi : Integer
```

Possible values:

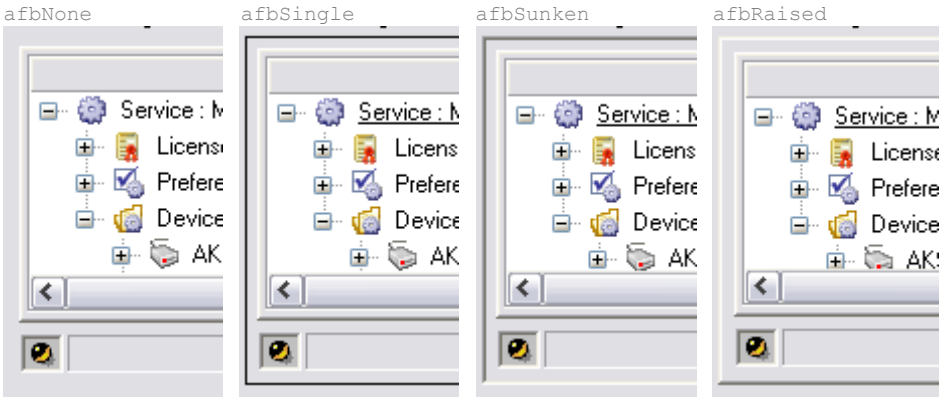
```
apStates          = $00000000
apEventsHistory   = $00000001
```

JavaScript syntax:

```
var apStates          = 00000000;
var apEventsHistory   = 00000001;

SCardX_Easy.ActivePage = apEventsHistory;
```

5.1.2 BorderStyle

Specifies the drawing style of the border of the SCardX Easy control.



Description

Use the BorderStyle property for setting up the control's border style.

Type:

```
C++    : int
Basic  : As Long
Delphi : Integer
```

Possible values:

```
afbNone    = $00000000
afbSingle  = $00000001
afbSunken  = $00000002
afbRaised  = $00000003
```

JavaScript syntax:

```
var afbNone    = 00000000;
var afbSingle  = 00000001;
var afbSunken  = 00000002;
var afbRaised  = 00000003;

SCardX_Easy.BorderStyle = afbSunken;
```

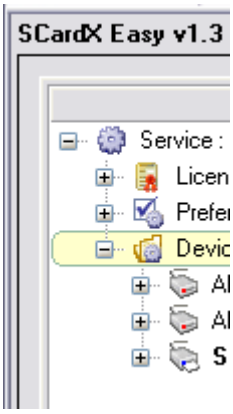
5.1.3 BorderWidth

Specifies the control's inner border width.

BorderWidth = 0

BorderWidth = 5

BorderWidth = 10



Description

Use the BorderWidth property for setting up the control's inner border width.

Type:

```
C++    : int
Basic  : As Long
Delphi : Integer
```

JavaScript syntax:

```
SCardX_Easy.BorderWidth = 5;
```

5.1.4 ConnectionState

Specifies the current state of the connection to the selected smart card service.

Description

Use the ConnectionState property for connecting or disconnecting of the selected smart card service.

This property is unavailable while the SmartCardService is equal srv_Not_Defined.

Type:

```
C++    : int
Basic  : As Long
Delphi : Integer
```

Possible values:

```
stServiceNotConnected  = $00000000
stServiceConnected     = $00000001
```

JavaScript syntax:

```
var stServiceNotConnected   = 00000000;
var stServiceConnected      = 00000001;

SCardX_Easy.ConnectionState = stServiceConnected;
```

5.1.5 EventsHistoryEnabled

Specifies whether the events history logging is enabled.

Description

Use the EventsHistoryEnabled property for enabling or disabling the logging of events on the Events History page.

Type:

```
C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

JavaScript syntax:

```
SCardX_Easy.EventsHistoryEnabled = true;
```

5.1.6 EventsLogging

Specifies the events logging mode.

Description

Use the EventsLogging property to determine the control's events logging mode.

Set the EventsLogging to xLog_AllEvents if you need more detailed events log.

Type:

```
C++    : int
Basic  : As Long
Delphi : Integer
```

Possible values:

```
xLog_AllEvents          = $00000000
xLog_MostUsefulEvents   = $00000001
```

JavaScript syntax:

```
var xLog_AllEvents          = 00000000;
var xLog_MostUsefulEvents   = 00000001;

SCardX_Easy.EventsLogging = xLog_MostUsefulEvents;
```

5.1.7 SeparateReceivedBytes

Specifies whether the received from the card hex bytes will be separated by the space character.

Description

Set the SeparateReceivedBytes property to true if you want to receive the separated bytes like this:

```
3B 79 94 00 00 59 01 01 0F 01
```

Otherwise the data will be received and showed like this:

```
3B799400005901010F01
```

Type:

```
C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

JavaScript syntax:

```
SCardX_Easy.SeparateReceivedBytes = true;
```

5.1.8 SmartCardService

Specifies the selected smart card service.

Description

Use this property to change the selected smart card service.

If the srv_Not_Defined value assigned in this case the SCardX Easy closes all active connections and unloads the previous loaded service's drivers.

If the srv_MS_PCSC_SCard_Service value assigned in this case the SCardX Easy tries to find the MS Smart Card service's libraries and loads its.

After the service will be loaded you can connect of this service by assigning the value stServiceConnected to the ConnectionState property.

Type:

```
C++    : int
Basic  : As Long
Delphi : Integer
```

Possible values:

```
srv_Not_Defined            = $00000000
srv_MS_PCSC_SCard_Service  = $00000001
```

JavaScript syntax:

```
var srv_Not_Defined            = 00000000;
var srv_MS_PCSC_SCard_Service  = 00000001;

SCardX_Easy.SmartCardService = srv_MS_PCSC_SCard_Service;
```

5.1.9 Visible

Specifies the SCardX Easy control's visibility.

Description

Set the Visible property to false if you wish to hide the control on your web page.

Type:

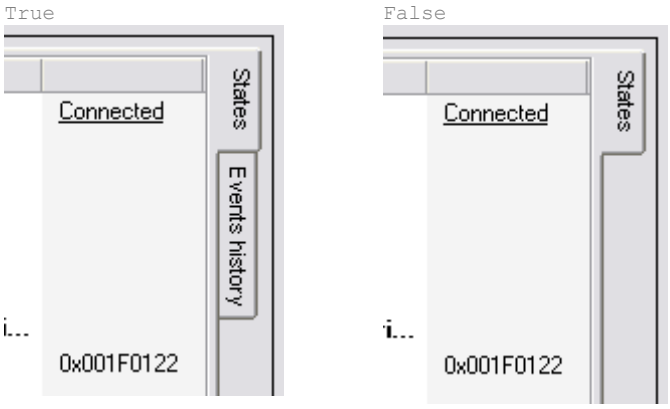
```
C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

JavaScript syntax:

```
SCardX_Easy.Visible = true;
```

5.1.10 VisibleEventsHistory

Specifies the visibility of the "Events History" panel.



Description

Use the VisibleEventsHistory property for showing or hiding the "Events History" panel of the control.

Type:

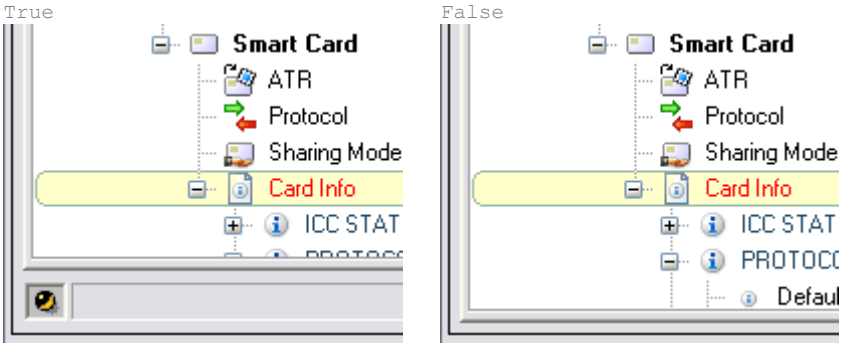
```
C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

JavaScript syntax:

```
SCardX_Easy.VisibleEventsHistory = true;
```

5.1.11 VisibleStatusBar

Specifies the visibility of the status bar of the SCardX Easy.



Description

Use the VisibleStatusBar property for showing or hiding the status bar of the control.

Type:

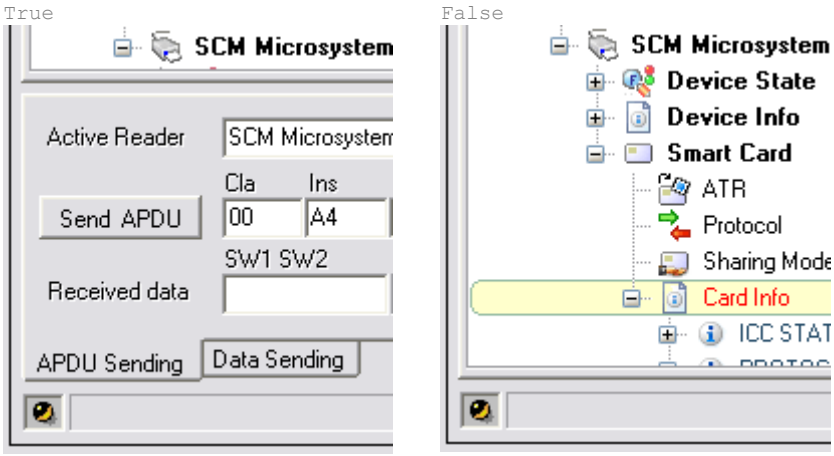
```
C++     : bool
Basic   : As Boolean
Delphi  : WordBool
```

JavaScript syntax:

```
SCardX_Easy.VisibleStatusBar = true;
```

5.1.12 VisibleToolBar

Specifies the visibility of the tool bar of the SCardX Easy.



Description

Use the VisibleToolBar property for showing or hiding the tool bar of the control.

Type:

```
C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

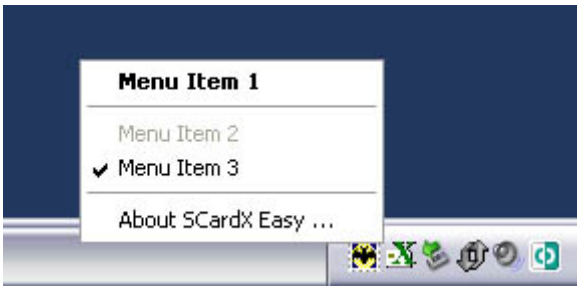
JavaScript syntax:

```
SCardX_Easy.VisibleToolBar = true;
```

5.1.13 VisibleTrayIcon

Specifies the visibility of the tray icon of the SCardX Easy.

True



Description

Use the VisibleTrayIcon property for showing or hiding the tray icon of the control.

Warning! You can hide the TrayIcon under the Site or Developer's License only !

Type:

```
C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

JavaScript syntax:

```
SCardX_Easy.VisibleTrayIcon = true;
```

5.2 Functions

User interface functions

EventsHistoryClear

GetEventsHistory
SetPref_PCSC_OnCardDetect
TrayIconMenuClear
TrayIconMenuCreate
TrayIconMenuItemSetChecked
TrayIconMenuItemSetDefault
TrayIconMenuItemSetEnabled

Smart card work functions

GetCardATR
GetCardInfo
GetCardInfoFmt
GetReaderInfo
GetReaderInfoFmt
GetReadersList
IsCardReady
ReopenReader
SendCardAPDU
SendCardDATA

Other functions

DES_DecryptString
DES_EncryptString
Finalize
IsLocked
LookUpError
LookUpReaderState
Version
VersionMajor
VersionMinor

5.2.1 DES_DecryptString

Decrypts the encrypted by DES algorithm hexadecimal data buffer.

Arguments / parameters

Argument Name	Data Type	Description
KeyHEX (input)	C++ : BSTR Basic : As String Delphi : WideString	the hex data buffer of the DES key value; • the length of the binary key always must 8 bytes and the length of the key in the hexadecimal format always must 16 hex symbols; • do not use ASCII symbols for the key value : always use the hexadecimal format only;
EncryptedDataHEX (input)	C++ : BSTR Basic : As String Delphi : WideString	the hex data buffer of the previously encrypted by DES text string;

All arguments are passed by reference.

Returns

The function returns the decrypted text string.

Returning value data type

```
C++     : BSTR
Basic   : As String
Delphi  : WideString
```

Decrypting example:

```
DES Key :           8CA64DE9C1B123A7
Decrypted text :    Decrypt demo text
Encrypted data :    BA 40 AC 43 81 34 9A DC AF 60 0B D5 EC 49 86 F8 90 7B B0 71 C1 05 38
A9
```

JavaScript syntax:

```
var Key = "8CA64DE9C1B123A7";
var Encrypted_String = "BA 40 AC 43 81 34 9A DC AF 60 0B D5 EC 49 86 F8 90 7B B0 71 C1
05 38 A9";

var Decrypted_String = SCardX_Easy.DES_DecryptString(Key, Encrypted_String);
```

5.2.2 DES_EncryptString

Encrypts ASCII symbols text string by the DES algorithm.

Arguments / parameters

Argument Name	Data Type	Description
KeyHEX (input)	C++ : BSTR Basic : As String Delphi : WideString	the hex data buffer of the DES key value; • the length of the binary key always must 8 bytes and the length of the key in the hexadecimal format always must 16 hex symbols; • do not use ASCII symbols for the key value : always use the hexadecimal format only;
CryptString (input)	C++ : BSTR Basic : As String Delphi : WideString	any text string for encrypt;

All arguments are passed by reference.

Returns

The function returns the hex data buffer of the encrypted string.

Returning value data type

C++ : BSTR
Basic : As String
Delphi : WideString

Encrypting example:

```
DES Key :           AE9601A32FBCA85F
Text :              Demo text for encrypt
Encrypted data :    D6 D1 DB 24 59 8B 3A 9F 4D 22 58 96 68 92 AB 29 40 41 16 B4 69 64 15
28
```

JavaScript syntax:

```
var Key = "AE9601A32FBCA85F";
var Text_String = "Demo text for encrypt";

var Encrypted_String = SCardX_Easy.DES_EncryptString(Key, Text_String);
```

5.2.3 EventsHistoryClear

Deletes all events messages from the grid of the "Events History" page of the control.

Arguments / parameters
<none>

Returns
<none>

JavaScript syntax:

```
SCardX_Easy.EventsHistoryClear();
```

5.2.4 Finalize

Closes all opened connections and frees all used memory.

Arguments / parameters
<none>

Returns
<none>

Description

Always call this function on the web page shutdown!

After calling of this function the SCardX Easy becomes unusable and ready for closing.

JavaScript syntax:

```
SCardX_Easy.Finalize();
```

5.2.5 GetCardATR

Returns the ATR string of the opened smart card.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

Returns

The function returns the ATR string in a hexadecimal format.

Returning value data type

```
C++    : BSTR
Basic  : As String
Delphi : WideString
```

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var ATR_String = SCardX_Easy.GetCardATR(ReaderName);
```

5.2.6 GetCardInfo

Returns an information about the opened smart card.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

Returns

The function returns the info string list.

Returning value data type
C++ : BSTR Basic : As String Delphi : WideString

Description

This function returns the list of the strings which are divided by the line breaks symbols `#13#10`.

Each info line is formatted as a standart INI file like of this example:

```
[ICC STATE]
ATR STRING=3B 79 94 00 00 59 01 01 0F 01 00
ICC PRESENCE=2
ICC INTERFACE STATUS=255
ICC TYPE PER ATR=1
```

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var Card_Info_Strings = SCardX_Easy.GetCardInfo(ReaderName);
```

5.2.7 GetCardInfoFmt

Returns a formatted information about the opened smart card.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

Returns

The function returns the info string list.

Returning value data type

C++ : BSTR
Basic : As String
Delphi : WideString

Description

This function returns the list of the strings which are divided by the line breaks symbols `#13#10`.

Each info line is formatted and already prepared for displaying like of this example:

```
ICC STATE
  ATR STRING ...................      3B 79 94 00 00 59 01 01 0F 01 00 01 04 A9
  ICC PRESENCE .................      2
  ICC INTERFACE STATUS .........      255
  ICC TYPE PER ATR .............      1
  CURRENT IO STATE .............      < no info >
```

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var Card_Info_Strings = SCardX_Easy.GetCardInfoFmt(ReaderName);
```

5.2.8 GetEventsHistory

Returns the events history strings list from the "Events History" page.

Arguments / parameters

<none>

Returns

The function returns the events history string list.

Returning value data type

```
C++    : BSTR
Basic  : As String
Delphi : WideString
```

Description

This function returns the list of the events messages from the "Events History" page which are divided by the line breaks symbols `#13#10`:

```
N       Source  Event   Value   Event Time
1       MS Smart Card service  Driver loaded         00:02:18  01-XXX-05
2       MS Smart Card service  Service connected             00:02:18  01-XXX-05
3       AKS ifdh 0     Reader state changed   0x00000012 : There is not card in the
reader  00:02:18  01-XXX-05
4       AKS ifdh 1     Reader state changed   0x00000012 : There is not card in the
reader  00:02:18  01-XXX-05
5       SCM Microsystems Inc. CHIPDRIVE Serial 0     Reader state changed   0x001E0012 :
There is not card in the reader       00:02:18  01-XXX-05
```

All fields in the each string are divided by the Tab character `#9`.

This function may be useful for the errors localization during debugging of the remote application (web page).

JavaScript syntax:

```
var Events_History_Strings = SCardX_Easy.GetEventsHistory();
```

5.2.9 GetReaderInfo

Returns the information about the reader.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

Returns

The function returns the info string list.

Returning value data type

```
C++    : BSTR
Basic  : As String
Delphi : WideString
```

Description

This function returns the list of the strings which are divided by the line breaks symbols `#13#10`.

Each info line is formatted as a standart INI file like of this example:

```
[VENDOR INFO]
VENDOR NAME=SCM Microsystems Inc.
VENDOR IFD TYPE=CHIPDRIVE Serial
VENDOR IFD VERSION=< no info >
VENDOR IFD SERIAL NO=12639860
```

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var Reader_Info_Strings = SCardX_Easy.GetReaderInfo(ReaderName);
```

5.2.10 GetReaderInfoFmt

Returns the formatted information about the reader.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

Returns

The function returns the info string list.

Returning value data type
C++ : BSTR Basic : As String Delphi : WideString

Description

This function returns the list of the strings which are divided by the line breaks symbols `#13#10`.

Each info line is formatted and already prepared for displaying like of this example:

```
VENDOR INFO
  VENDOR NAME ..................      SCM Microsystems Inc.
  VENDOR IFD TYPE ..............      CHIPDRIVE Serial
  VENDOR IFD VERSION ...........      < no info >
  VENDOR IFD SERIAL NO .........      12639860
```

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var Reader_Info_Strings = SCardX_Easy.GetReaderInfoFmt(ReaderName);
```

5.2.11 GetReadersList

Returns the list of the smart card readers' names which are attached to your PC.

Arguments / parameters

<none>

Returns

The function returns the readers names string list.

Returning value data type

```
C++    : BSTR
Basic  : As String
Delphi : WideString
```

Description

This function returns the list of the readers names which are divided by the line breaks symbols #13#10:

```
AKS ifdh 0
AKS ifdh 1
SCM Microsystems Inc. CHIPDRIVE Serial 0
```

JavaScript syntax:

```
var Readers_Names_Strings = SCardX_Easy.GetReadersList();
```

5.2.12 IsCardReady

Specifies whether the card in the reader is opened.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

Returns

The function returns true or false depends to whether the card in the reader is opened.

Returning value data type

```
C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var CardReady  =  SCardX_Easy.IsCardReady(ReaderName);
```

5.2.13 IsLocked

Specifies whether the SCardX Easy is locked for smart card service commands.

Arguments / parameters

<none>

Returns

The function returns true or false depends to whether the SCardX Easy is locked.

```
Returning value data type

C++    : bool
Basic  : As Boolean
Delphi : WordBool
```

JavaScript syntax:

```
var Locked = SCardX_Easy.IsLocked();
```

5.2.14 LookUpError

Decodes the error string message from its numerical code.

Arguments / parameters

Argument Name	Data Type	Description
ErrorCodeHex (input)	C++ : BSTR Basic : As String Delphi : WideString	the hexadecimal value of an integer error code;

All arguments are passed by reference.

Returns

The function returns the decoded error string.

```
Returning value data type

C++    : BSTR
Basic  : As String
Delphi : WideString
```

Description

You may decode any error value which you need because this function uses the system function of the your PC operation system.

JavaScript syntax:

```
var Error_Code_Hex = "00000001";
var Error_String = SCardX_Easy.LookUpError(Error_Code_Hex);
```

5.2.15 LookUpReaderState

Decodes the string value of the card reader state from its numerical code.

Arguments / parameters

Argument Name	Data Type	Description
StateCodeHex (input)	C++ : BSTR Basic : As String Delphi : WideString	the hexadecimal value of an integer state code;

All arguments are passed by reference.

Returns

The function returns the decoded reader state string list.

Returning value data type

```
C++    : BSTR
Basic  : As String
Delphi : WideString
```

Description

This function returns the list of the strings which are divided by the line breaks symbols `#13#10`.

Each state line is formatted as a standart INI file like of this example:

```
0x00000020=There is a card in the reader
0x00000100=The card in the reader is in use by one or more other applications, but may be
connected to in shared mode
```

JavaScript syntax:

```
var ReaderState_Code_Hex = "00000122";
var ReaderState_StringList = SCardX_Easy.LookUpReaderState(ReaderState_Code_Hex);
```

5.2.16 ReopenReader

Reopens the reader.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

Returns

<none>

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
SCardX_Easy.ReopenReader(ReaderName);
```

5.2.17 SendCardAPDU

Sends the command APDU into the opened smart card and returns the card's answer as a response APDU.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;
Cla (input)	C++ : BSTR Basic : As String Delphi : WideString	the **Class** hex byte of the command APDU;
Ins (input)	C++ : BSTR Basic : As String Delphi : WideString	the **Instruction** hex byte of the command APDU;
P1 (input)	C++ : BSTR Basic : As String Delphi : WideString	the **Parameter 1** hex byte of the command APDU;
P2 (input)	C++ : BSTR Basic : As String Delphi : WideString	the **Parameter 2** hex byte of the command APDU;
P3Lc (input)	C++ : BSTR Basic : As String Delphi : WideString	the **Length** hex byte of the command APDU;
DataIn (input)	C++ : BSTR Basic : As String Delphi : WideString	the **Data** hex buffer of the command APDU;
Le (input)	C++ : BSTR Basic : As String Delphi : WideString	the **Length** hex byte of the command APDU;
SW1SW2 (output)	C++ : BSTR Basic : As String Delphi : WideString	the **Status Word** (status hex bytes 1 and 2) of the response APDU;
DataOut (output)	C++ : BSTR Basic : As String Delphi : WideString	the **Data** hex buffer of the response APDU;

All arguments are passed by reference.

Returns

The function returns the complete response APDU buffer in a hexadecimal format.

Returning value data type

```
C++     : BSTR
Basic   : As String
Delphi  : WideString
```

Description

Use this function for sending the command APDU's into an opened smart card and for receiving of its response APDU's.

JavaScript syntax:

```
var ReaderName = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var Cla_HEX    = "00";
var Ins_HEX    = "A4";
var P1_HEX     = "00";
var P2_HEX     = "00";
var P3Lc_HEX   = "02";
var Le_HEX     = "";
var DataIn_HEX = "3F00";
var DataOut_HEX = "";
var SW1SW2_HEX  = "";

var ReceivedBuffer_HEX = SCardX_Easy.SendCardAPDU(ReaderName, Cla_HEX, Ins_HEX, P1_HEX,
P2_HEX, P3Lc_HEX, Le_HEX, DataIn_HEX, SW1SW2_HEX, DataOut_HEX);
```

5.2.18 SendCardDATA

Sends an unformatted data buffer into the opened card and returns the unformatted card's answer.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (input)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;
SentDataBuffer (input)	C++ : BSTR Basic : As String Delphi : WideString	an unformatted send data buffer in a hexadecimal format;

All arguments are passed by reference.

Returns

The function returns an unformatted buffer of the card response data in a hexadecimal format.

Returning value data type

```
C++    : BSTR
Basic  : As String
Delphi : WideString
```

Description

Use this function for sending an unformatted data into an opened smart card.

JavaScript syntax:

```
var ReaderName     = "SCM Microsystems Inc. CHIPDRIVE Serial 0";
var SendBuffer_HEX = "00 A4 00 00 02 3F00";

var ReceivedBuffer_HEX = SCardX_Easy.SendCardDATA(ReaderName,SendBuffer_HEX);
```

5.2.19 SetPref_PCSC_OnCardDetect

Sets up the card detecting defaults for using of the MS Smart Card service.

Arguments / parameters

Argument Name	Data Type	Description
AutoOpenReader (input)	C++ : bool Basic : As Boolean Delphi : WordBool	determines whether the card will be opened after detection;
PreferredProtocol (input)	C++ : int Basic : As Long Delphi : Integer	determines the preferred protocol which will be used for the card opening;
PreferredSharingMode (input)	C++ : int Basic : As Long Delphi : Integer	determines the reader sharing mode which will be used for the card opening;
CardClosingMode (input)	C++ : int Basic : As Long Delphi : Integer	determines the card closing mode which will be used by the command ReopenReader ;

All arguments are passed by reference.

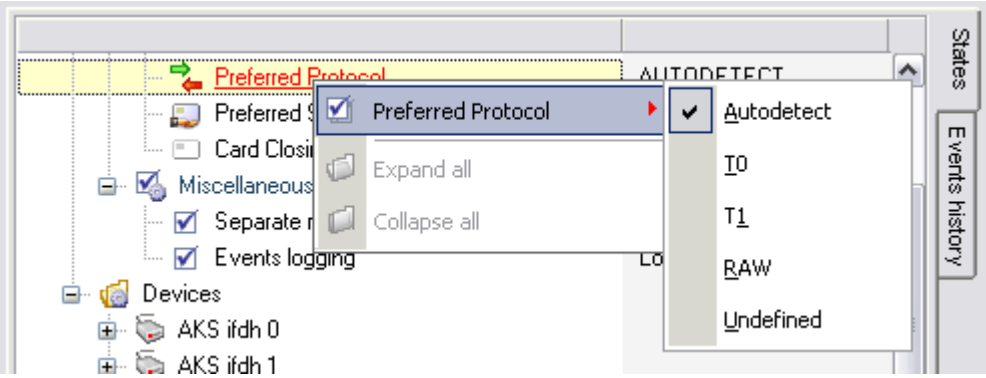
Returns

<none>

Description

Use this command for setting up the card detecting defaults via control's interface.

These preferences' changes becomes visible on the "States" page after calling of this function immediately:



Possible values:

PreferredProtocol

```
xProto_Autodetect      = $00000000
xProto_T0              = $00000001
xProto_T1              = $00000002
xProto_RAW             = $00000003
xProto_Undefined       = $00000004
xProto_Default         = $00000005
```

PreferredSharingMode

```
xSharing_ShareReader          = $00000000
xSharing_ExclusiveUse         = $00000001
xSharing_DirectReaderControl  = $00000002
```

CardClosingMode

```
xClosing_LeaveCard     = $00000000
xClosing_ResetCard     = $00000001
xClosing_UnpowerCard   = $00000002
xClosing_EjectCard     = $00000003
```

JavaScript syntax:

```
//PreferredProtocol
var xProto_Autodetect      = 00000000;
var xProto_T0              = 00000001;
var xProto_T1              = 00000002;
var xProto_RAW             = 00000003;
var xProto_Undefined       = 00000004;
var xProto_Default         = 00000005;

//PreferredSharingMode
var xSharing_ShareReader          = 00000000;
var xSharing_ExclusiveUse         = 00000001;
var xSharing_DirectReaderControl  = 00000002;

//CardClosingMode
var xClosing_LeaveCard     = 00000000;
var xClosing_ResetCard     = 00000001;
var xClosing_UnpowerCard   = 00000002;
var xClosing_EjectCard     = 00000003;

var AutoOpenReader       = false;
var Proto                = xProto_T0;
var Sharing              = xSharing_DirectReaderControl;
var Closing              = xClosing_EjectCard;

SCardX_Easy.SetPref_PCSC_OnCardDetect( AutoOpenReader, Proto, Sharing, Closing);
```

5.2.20 TrayIconMenuClear

Clears the SCardX Easy tray icon's pop-up menu.

Arguments / parameters

<none>

Returns

<none>

JavaScript syntax:

```
SCardX_Easy.TrayIconMenuClear();
```

5.2.21 TrayIconMenuCreate

Creates the new pop-up menu of the SCardX Easy's tray icon.

Arguments / parameters

Argument Name	Data Type	Description
MenuItemsList (input)	C++ : BSTR Basic : As String Delphi : WideString	the string list of the new menu items' templates;

All arguments are passed by reference.

Returns

<none>

Description

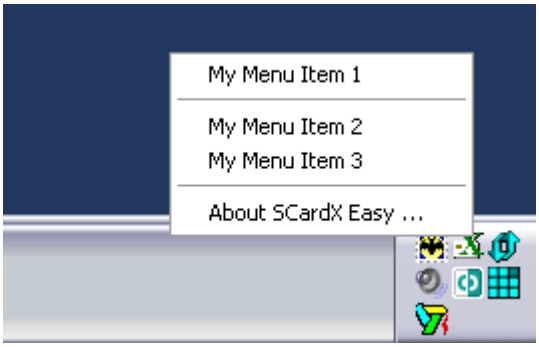
Before calling of this function you need to prepare the menu items' list according to these rules:

- all strings in this list are divided by the line breaks symbols #13#10;
- each new line in the list is the new menu item template;
- each menu item template consists of two parts;
  - the menu item **ID**;
  - the menu item **caption** ;
- these two parts of the menu item template are divided by the "=" character;
- if the menu item template begins with a "-" character the menus divider will be created;

For example your menu items list may be prepared like this one:

```
ID_1=My Menu Item 1
----
ID_2=My Menu Item 2
ID_3=My Menu Item 3
```

These new menu items becomes visible into the tray icon's pop-up menu immediately after calling of this function:



JavaScript syntax:

```
var strNewLine = "\n";
var MenuItemsList = "ID_1=My Menu Item 1" + strNewLine + "ID_2=My Menu Item 2";

SCardX_Easy.TrayIconMenuCreate(MenuItemsList);
```

5.2.22 TrayIconMenuItemSetChecked

Makes the menu item of the tray icon's pop-up menu as checked or unchecked.

Arguments / parameters

Argument Name	Data Type	Description
ItemID (input)	C++ : BSTR Basic : As String Delphi : WideString	the ID string of the menu item which was defined by the TrayIconMenuCreate function;
IsChecked (input)	C++ : bool Basic : As Boolean Delphi : WordBool	the checking flag;

All arguments are passed by reference.

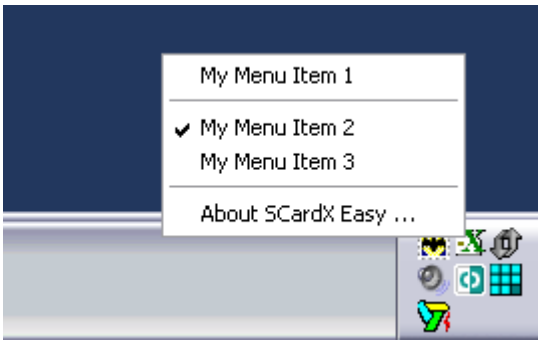
Returns

The function returns true if the menu item was found and the command was successful.

Returning value data type
C++ : bool Basic : As Boolean Delphi : WordBool

Description

Use this function for marking of the created menu items as checked or unchecked:



JavaScript syntax:

```
var ItemID            = "ID_1";
var YesNo             =  true;

var MenuItemWasFound = SCardX_Easy.TrayIconMenuItemSetChecked(ItemID, YesNo);
```

5.2.23 TrayIconMenuItemSetDefault

Makes the menu item of the tray icon's pop-up menu as default or standart.

Arguments / parameters

Argument Name	Data Type	Description
ItemID (input)	C++ : BSTR Basic : As String Delphi : WideString	the ID string of the menu item which was defined by the TrayIconMenuCreate function;
IsDefault (input)	C++ : bool Basic : As Boolean Delphi : WordBool	the default item flag;

All arguments are passed by reference.

Returns

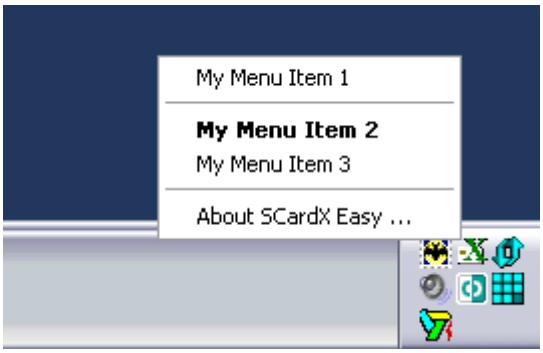
The function returns true if the menu item was found and the command was successful.

Returning value data type

C++ : bool
Basic : As Boolean
Delphi : WordBool

Description

Use this function for marking of the created menu items as default or standart:



JavaScript syntax:

```
var ItemID            = "ID_1";
var YesNo             =  true;

var MenuItemWasFound = SCardX_Easy.TrayIconMenuItemSetDefault(ItemID, YesNo);
```

5.2.24 TrayIconMenuItemSetEnabled

Makes the menu item of the tray icon's pop-up menu as enabled or disabled.

Arguments / parameters

Argument Name	Data Type	Description
ItemID (input)	C++ : BSTR Basic : As String Delphi : WideString	the ID string of the menu item which was defined by the TrayIconMenuCreate function;
IsEnabled (input)	C++ : bool Basic : As Boolean Delphi : WordBool	the enabling flag;

All arguments are passed by reference.

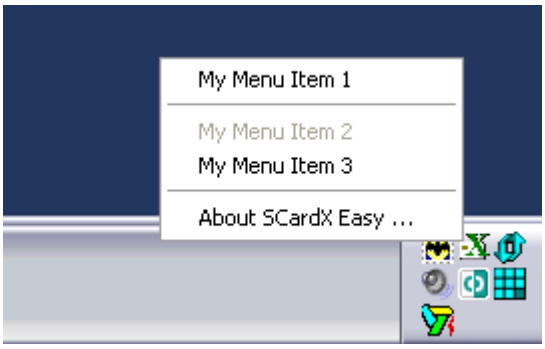
Returns

The function returns true if the menu item was found and the command was successful.

Returning value data type
C++ : bool Basic : As Boolean Delphi : WordBool

Description

Use this function for marking of the created menu items as enabled or disabled:



JavaScript syntax:

```
var ItemID            = "ID_1";
var YesNo             =  true;

var MenuItemWasFound  = SCardX_Easy.TrayIconMenuItemSetEnabled(ItemID, YesNo);
```

5.2.25 Version

Returns the SCardX Easy version string.

Arguments / parameters

<none>

Returns

The function returns the full version string like : Version 1.3

Returning value data type
C++ : BSTR Basic : As String Delphi : WideString

JavaScript syntax:

```
var VersionString = SCardX_Easy.Version();
```

5.2.26 VersionMajor

Returns the major digit of the SCardX Easy ActiveX control version.

Arguments / parameters

<none>

Returns

The function returns the integer value of the major digit of the control's version.

Returning value data type
C++ : int Basic : As Long Delphi : Integer

JavaScript syntax:

```
var VersionMajor = SCardX_Easy.VersionMajor();
```

5.2.27 VersionMinor

Returns the minor digit of the SCardX Easy ActiveX control version.

Arguments / parameters

```
<none>
```

Returns

The function returns The integer value of the minor digit of the control's version.

Returning value data type
C++ : int
Basic : As Long
Delphi : Integer

JavaScript syntax:

```
var VersionMinor = SCardX_Easy.VersionMinor();
```

5.3 Events

User interface events

OnHistoryEvent
OnReaderSelected
OnTrayIconDblClick
OnTrayIconMenuItem

Smart card work events

OnCardDetected
OnCardInvalid
OnCardReady
OnCardWait
OnConnected
OnDataSent
OnDisconnected
OnReadersList
OnReaderStateChanged

Other events

OnERROR
OnLock
OnUnlock

5.3.1 OnCardDetected

Occurs when the card was detected in the reader.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (output)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnCardDetected(ReaderName)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.2 OnCardInvalid

Occurs when the card was detected in the reader but the reader was not able to open it.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (output)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnCardInvalid(ReaderName)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.3 OnCardReady

Occurs when the card was detected and successfully opened in the reader.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (output)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;
ATR (output)	C++ : BSTR Basic : As String Delphi : WideString	the ATR string of an opened card;
ProtocolValue (output)	C++ : int Basic : As Long Delphi : Integer	the real active protocol code of an opened card;
Protocol (output)	C++ : BSTR Basic : As String Delphi : WideString	the real active protocol name of an opened card;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy
EVENT="OnCardReady(ReaderName,ATR,ProtocolValue,Protocol)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.4 OnCardWait

Occurs when the card was removed from the reader.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (output)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnCardWait(ReaderName)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.5 OnConnected

Occurs when the smart card service was successfully connected by SCardX Easy.

Arguments / parameters

Argument Name	Data Type	Description
Service (output)	C++ : int Basic : As Long Delphi : Integer	the connected service code;

All arguments are passed by reference.

Possible values:

```
srv_MS_PCSC_SCard_Service   = $00000001
```

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnConnected( Service )">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.6 OnDataSent

Occurs when the data was successfully sent into the opened smart card.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (output)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;
SentDataBuffer (output)	C++ : BSTR Basic : As String Delphi : WideString	an unformatted sent data buffer in a hexadecimal format;
ReceivedDataBuffer (output)	C++ : BSTR Basic : As String Delphi : WideString	an unformatted received data buffer in a hexadecimal format;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy
EVENT="OnDataSent(ReaderName,SentDataBuffer,ReceivedDataBuffer)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.7 OnDisconnected

Occurs when the smart card service was disconnected.

Arguments / parameters

<none>

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT=OnDisconnected>
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.8 OnERROR

Occurs when the error was detected.

Arguments / parameters

Argument Name	Data Type	Description
ErrorSource (output)	C++ : BSTR Basic : As String Delphi : WideString	the source where an error was detected by SCardX Easy;
ErrorCode (output)	C++ : int Basic : As Long Delphi : Integer	the integer error code value;
ErrorString (output)	C++ : BSTR Basic : As String Delphi : WideString	the decoded error string;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnERROR( ErrorSource , ErrorCode ,
ErrorString )">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.9 OnHistoryEvent

Occurs when the new event was added into the events grid of the "Events History" page.

Arguments / parameters

Argument Name	Data Type	Description
EventID (output)	C++ : int Basic : As Long Delphi : Integer	the number of the event line;
EventSource (output)	C++ : BSTR Basic : As String Delphi : WideString	the source of the event;
EventBody (output)	C++ : BSTR Basic : As String Delphi : WideString	the event body message;
EventValue (output)	C++ : BSTR Basic : As String Delphi : WideString	the additional event info;
EventTime (output)	C++ : BSTR Basic : As String Delphi : WideString	the event time;

All arguments are passed by reference.

Description

All parameters of this event are equal to the columns values of the events grid of the "Events History" page.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnHistoryEvent(EventID, EventSource,
EventBody, EventValue, EventTime)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.10 OnLock

Occurs when the communication data exchange between the SCardX Easy and smart card service is active.

Arguments / parameters

Argument Name	Data Type	Description
Message (output)	C++ : BSTR Basic : As String Delphi : WideString	the string message about the current active operation;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnLock(Message)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.11 OnReaderSelected

Occurs when the user has selected the reader on the "States" page by mouse clicking on its item.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (output)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnReaderSelected(ReaderName)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.12 OnReadersList

Occurs when the SCardX Easy receives the readers list from the smart card service.

Arguments / parameters

Argument Name	Data Type	Description
ReadersList (output)	C++ : BSTR Basic : As String Delphi : WideString	the list of the readers names which are divided by the line breaks symbols #13#10;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnReadersList(ReadersList)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.13 OnReaderStateChanged

Occurs when the reader state was changed.

Arguments / parameters

Argument Name	Data Type	Description
ReaderName (output)	C++ : BSTR Basic : As String Delphi : WideString	smart card reader name;
ReaderState (output)	C++ : BSTR Basic : As String Delphi : WideString	the new reader state integer code;
ReaderStateHex (output)	C++ : int Basic : As Long Delphi : Integer	the new reader state hex code;
ReaderStateLookup (output)	C++ : BSTR Basic : As String Delphi : WideString	the decoded new reader state string list; the strings are divided by the line breaks symbols #13#10;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnReaderStateChanged(ReaderName,
```

```
ReaderState, ReaderStateHex, ReaderStateLookup)">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.14 OnTrayIconDblClick

Occurs when the user double clicks on the tray icon of the SCardX Easy.

Arguments / parameters

```
<none>
```

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT=OnTrayIconDblClick>
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.15 OnTrayIconMenuItem

Occurs when the user clicks on the menu item of the tray icon's pop-up menu.

Arguments / parameters

Argument Name	Data Type	Description
ItemID (output)	C++ : BSTR Basic : As String Delphi : WideString	the menu item ID string;
IsChecked (output)	C++ : bool Basic : As Boolean Delphi : WordBool	the item checked flag;
IsEnabled (output)	C++ : bool Basic : As Boolean Delphi : WordBool	the item enabled flag;
IsDefault (output)	C++ : bool Basic : As Boolean Delphi : WordBool	the item default flag;
Caption (output)	C++ : BSTR Basic : As String Delphi : WideString	the item caption;

All arguments are passed by reference.

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT="OnTrayIconMenuItem( ItemID,
IsChecked, IsEnabled, IsDefault, Caption )">
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

5.3.16 OnUnlock

Occurs when the communication data exchange between the SCardX Easy and smart card service was done and the control becomes ready for a new command.

Arguments / parameters

```
<none>
```

JavaScript syntax:

```
<SCRIPT LANGUAGE=javascript FOR=SCardX_Easy EVENT=OnUnlock>
<!--
// ... Your code here ...
//-->
</SCRIPT>
```

6 Registration

6.1 Unregistered version limitations

Unregistered version of a SCardX Easy ActiveX control works as a demo version only.

These are the unregistered version limitations:

1. your program can send only from 7 up to 10 commands to a smart card per each SCardX Easy start;
2. the SCardX Easy shows unregistered version's reminders in the following areas:
   - in the License info item of the "States" page;
   - in the hint of the tray icon;
   - in the balloon of the tray icon;
3. you can't to hide the tray icon;
4. you may not contact the SCardX Easy support service;

6.2 Licensing

6.2.1 End-User Licenses

If you don't plan to re-distribute SCardX Easy ActiveX control in this case you may purchase one of our End-User Licenses:

1. End-User Personal License - personal usage by a single user;
2. End-User Site License - unlimited usage at a single company;

Licences Prices
Purchase the Personal License
Purchase the Site License

End-User Personal License

Unlimited personal usage by a single user.

You may create your own applications using SCardX Easy ActiveX control and to use its by yourself unlimited:

- license owner may create and unlimited use his own applications which are based on the SCardX Easy ActiveX control for his own personal tasks only;
- any re-distributions are not allowed;

Registered Users Rights :

After purchasing of the End-User Personal License you will be able:

- to unblock your copy of the SCardX Easy ActiveX control by your own Registration Certificate;
- to upgrade the new versions of the SCardX Easy ActiveX control for only 50% of the base price of the Personal License;
- to contact our support service for any questions about the SCardX Easy ActiveX control functionality or about the smart cards basics;

End-User Site License

Unlimited usage at the single company

By purchasing of this license you grants the SCardX Easy ActiveX control and all smart cards applications which are based on this ActiveX to all your developers and to all your company's staff at once.

For example SCardX Easy ActiveX control may be used by your corporate intranet smart cards oriented web site or by others your corporate smart cards applications:

- anybody may use the applications which are based on the SCardX Easy ActiveX control at the any of computers of a company which is an owner of this license;
- any re-distributions are not allowed;

Registered Users Rights :

After purchasing of the End-User Site License you will be able:

- to unblock your copy of the SCardX Easy ActiveX control by your own Registration Certificate;
- to upgrade the new versions of the SCardX Easy ActiveX control for only 50% of the base price of the Site License;
- to request the custom setup packs of the SCardX Easy ActiveX control like the web installation for free;
- to request the custom builds of the SCardX Easy ActiveX control according to your tasks; it may cost more depending on the requested functionality;
- to contact our support service for any questions about the SCardX Easy ActiveX control functionality or about the smart cards basics;

6.2.2 Developers Licenses

You may unlimited re-distribute SCardX Easy ActiveX control as a part of your own software solutions. In this case you may purchase one of our Developer's Licenses:

1. Base Developer's License - unlimited re-distribution without source codes;
2. Developer's License SC - unlimited re-distribution with source codes included;
3. Developer's License FULL - unlimited re-distribution without copyright limitations;

Licences Prices

Base Developers License

Unlimited re-distribution without source codes

Any developer(s) may create applications using SCardX Easy ActiveX control and the licence owner may sale these applications unlimited without any additional payments to SCardSOFT:

- license owner may create, unlimited use and unlimited distribute the applications which are based on the SCardX Easy ActiveX control;
- re-distribution of SCardX Easy ActiveX control allowed as a part of license owner's software without any additional payments to SCardSOFT;
- all rights on the SCardX Easy ActiveX control are reserved by its author;

Developers License SC

Unlimited re-distribution with source codes included

Any developer(s) may create applications using SCardX Easy ActiveX control and the licence owner may sale these applications unlimited without any additional payments to SCardSOFT:

- license owner may create, unlimited use and unlimited distribute the applications which are based on the SCardX Easy ActiveX control;
- re-distribution of SCardX Easy ActiveX control allowed as a part of license owner's software without any additional payments to SCardSOFT;
- all rights on the SCardX Easy ActiveX control are reserved by its author;

- full source codes of SCardX Easy ActiveX control are included;
- the copyright information of the SCardX Easy ActiveX control must be always included in the license of the software which uses the SCardX Easy ActiveX control;

Developer License FULL

Unlimited re-distribution without copyright limitations

Any developer(s) may create applications using SCardX Easy ActiveX control and the licence owner may sale these applications unlimited without any additional payments to SCardSOFT:

- license owner may create, unlimited use and unlimited distribute the applications which are based on the SCardX Easy ActiveX control;
- re-distribution of SCardX Easy ActiveX control allowed as a part of license owner's software without any additional payments to SCardSOFT;
- all rights on the SCardX Easy ActiveX control are reserved by its author;

- full source codes of SCardX Easy ActiveX control are included except of our shareware security subsystem;
- no copyright limitations are present; the control may be re-distributed without our copyright information visible;

6.2.3 Custom versions

What software you can order?

Additionally to our base solutions you can order the following custom software according to your specific tasks:

- custom versions of the SCardX Easy ActiveX control control;
- custom versions of the Smart Card ToolSet program;
- new smart card ActiveX controls;
- new smart card software;

How much does it cost?

The minimal fee for custom software order is a cost of the Site License. The real cost of your order will be calculated according to the requested functionality.

Please be ready to support us additionally, in the case if it will be necessary, by the following:

- a device(s) which will be used by an ordered software;
- smart cards which will be used by an ordered software;
- a device(s) and cards specification(s);

Terms

Our terms of a software creating are from two weeks up to some month depend on the requested functionality.

How to order?

Please read in details how to order a custom software versions on our web site .

6.3 Registration steps

6.3.1 Step 1 : License Query

Run the program "**SCardX Easy Control Center** " from the start menu and make the following:

- open the "Registration" page;
- select "Step 1 : I want now to create the License Query for receiving the Registration Certificate" and press on the "Go to Step 1 : Create the License Query" button;
- fill up all information fields inside the "License Query Maker" window depending to the type of the License which you need and press on the "Make Query" button;
- Open the "License Query" page; there is the License Query's body text there;
- copy the License Query's text into a new e-mail letter and send it to SCardSOFT via e-mail: sales@scardsoft.com ;

We will send you your own Registration Certificate after receiving of your money and after receiving of your License Query during a one working day.

6.3.2 Step 2 : Purchasing the License

You can purchase the License on-line by your credit card.

Your payment will be processed by the Share-It! (Germany) internet payments' service on the highest security level via a secure SSL connection.

Licences Prices
Purchase the License just now

Additionally we accepts the WebMoney and other transfers.

Read more how to purchase the License

We will send you your own Registration Certificate after receiving of your money and after receiving of your License Query during a one working day.

6.3.3 Step 3 : Certificate registration

Copy the text of the Registration Certificate from the received our letter into a memory by "**Copy** " command.

Run the program "**SCardX Easy Control Center** " from the start menu and make the following:

- open the "Registration" page;
- select "Step 3 : I already have my own Certificate and now I want to register the SCardX control" and press on the "Go to Step 3 : Register the SCardX Easy control" button;
- paste the copied text of the received Registration Certificate into an opened "Certificate Registration Form" using the "Paste" button;
- register the program by pressing on the "Register SCardX Easy" button.

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