

NAME

fido_dev_get_touch_begin, **fido_dev_get_touch_status** - asynchronously wait for touch on a FIDO2 authenticator

SYNOPSIS

```
#include <fido.h>
```

int

```
fido_dev_get_touch_begin(fido_dev_t *dev);
```

int

```
fido_dev_get_touch_status(fido_dev_t *dev, int *touched, int ms);
```

DESCRIPTION

The functions described in this page allow an application to asynchronously wait for touch on a FIDO2 authenticator. This is useful when multiple authenticators are present and the application needs to know which one to use.

The **fido_dev_get_touch_begin()** function initiates a touch request on *dev*.

The **fido_dev_get_touch_status()** function continues an ongoing touch request on *dev*, blocking up to *ms* milliseconds. On success, *touched* will be updated to reflect the touch request status. If *touched* is 1, the device was touched, and the touch request is terminated. If *touched* is 0, the application may call **fido_dev_get_touch_status()** to continue the touch request, or **fido_dev_cancel()** to terminate it.

RETURN VALUES

The error codes returned by **fido_dev_get_touch_begin()** and **fido_dev_get_touch_status()** are defined in *<fido/err.h>*. On success, FIDO_OK is returned.

EXAMPLES

Please refer to *examples/select.c* in *libfido2*'s source tree.

SEE ALSO

fido_dev_cancel(3)

CAVEATS

The **fido_dev_get_touch_status()** function will cause a command to be transmitted to U2F authenticators. These transmissions should not exceed a frequency of 5Hz.