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.