

**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.