



# Kofax Mobile Capture SDK

## Release Notes

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**KOFAX**

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## Chapter 1

# About this release

The software and documentation is available from the Kofax Fulfillment Site: <https://delivery.kofax.com/>. A representative from your company registers on this site to download the software and documentation.

If you are already a Kofax customer, contact your Kofax Professional Services Regional Manager to discuss and plan your upgrade.

If you are an existing customer, follow the instructions below to access the product for this release:

1. Log in to the Kofax Fulfillment Site (<https://delivery.kofax.com/>).
2. From the Your Software list, locate and select the product you want to download.
3. Follow the instructions on the Fulfillment Site to complete your download.

The available packages include the software, documentation, and license keys for the release.

New customers will receive an email from Kofax after their product's purchase. The email will contain a serial number to use when registering on the Kofax Fulfillment Site. Registration provides customers with the credentials needed to download their product.

## Version information

The build number for Kofax Mobile Capture SDK is 3.8.0.0.0.72, which appears in the versions.txt included in the delivered product.

## Product documentation

By default, the Kofax Mobile Capture SDK documentation is available online. However, if necessary, you can also download the documentation to use offline.

### Default online documentation

The product documentation for Kofax Mobile Capture SDK 3.8.0 is available at the following location.

[https://docshield.kofax.com/Portal/Products/en\\_US/KMC/3.8.0-hyeayhcnoo/SDK.htm](https://docshield.kofax.com/Portal/Products/en_US/KMC/3.8.0-hyeayhcnoo/SDK.htm)

## Configure offline documentation

To access the documentation offline, download `KofaxMobileCaptureSDKDocumentation-3.8.0_EN.zip` from the [Kofax Fulfillment Site](#) and extract it on a local drive available to your users.

The compressed file includes both `help` and `print` folders. The `print` folder contains all guides, such as the Installation Guide and the Administrator's Guide. The `help` folder contains APIs and other references.

## New features

The following features were added for this release:

### Accessibility

To support accessibility requirements, the HTML5 SDK provides text and voice-over for on-screen instructions. Text and narration can be customized, and text rotates based on the orientation of the device.

Some special characters may not display or read properly. This is a limitation of the particular device, as the HTML SDK provided enables the functionality and does not control how the device's voice-over feature pronounces these characters.

### Support for M1 and later Macs

Kofax Mobile Capture SDK can be used on Macs with M1 and later processors. Hosted emulation in Intel x86\_64 is required. Not all Kofax Mobile Capture SDK third-party components are available as binaries for Apple M-series Macs.

### iOS development enhancements

This version of Kofax Mobile Capture SDK offers several enhancements for creating iOS applications:

- You have different options for adding `.framework` or `.xcframework` to your project.
- You can host the SDK on your environment using Swift Package Manager. Kofax Mobile Capture SDK provides the `package.swift` file you need, along with `MobileSDK.xcframework` to set up your package.

### Android development changes

Kofax Mobile Capture SDK adds support for AndroidX to replace the discontinued Android Support Libraries. Follow the instructions in the *Kofax Mobile Capture SDK Developer's Guide* to update your development environment and change your application gradle file. Once you have made this change, no further changes need to be made to your code.

This version also adds support for CameraX, which you can use with Camera. Instructions for adding CameraX support and selecting Camera or CameraX in the code are in the *Kofax Mobile Capture SDK Developer's Guide*. If you select CameraX, it will be used to render images and send preview frames for detection, processing, and other imaging tasks. The CameraX implementation in the SDK does not support fragments.

## Chapter 2

# Resolved issues

This section contains information about issues that have been resolved as of this version of the product.

## HTML5 Advanced Capture displayed a black screen with iOS 15 and some iPhone models

**1694412:** When using HTML5 Advanced Capture, a black screen appeared with the following iOS 15 and iPhone configurations:

- iPhone XR with iOS 15.0
- iPhone XS Max with iOS 15.0.1
- iPhone 6S with iOS 15.0

This also occurred during HTML5 Onboarding and when clearing the browser web history. This issue was not observed with iOS 15 on iPhone 13 and iPhone 12 Pro.



## Chapter 3

# Known issues

This section contains information about potential problems that you could encounter while using the SDK. Workarounds are provided as applicable.

## Check size appears differently when using CameraX

**1860494:** When capturing a check with CameraX, the aspect ratio changes leading to unexpected results.

**Workaround:** Use Camera instead of CameraX.

## Aspect ratio of the viewfinder changes when using CameraX

**1859958:** When CameraX is enabled, changing the device's orientation causes the aspect ratio to change. This can lead to unexpected results.

**Workaround:** Make sure the orientation is locked when using CameraX.

## ImageCaptureView APIs do not work when CameraX is enabled

**1858685:** When attempting to use CameraX with the front camera for selfie capture, the following error occurs:

```
com.kofax.kmc.kut.utilities.error.KmcRuntimeException: 8206: Custom focus areas are not supported on this device.
```

The following APIs and their dependent APIs do not work with CameraX:

- setFocusArea
- setFlashCaptureEnabled
- setCameraType
- setUseVideoFrame

**Workaround:** Use Camera instead of CameraX.

## NFC chip detection fails on USA passport on certain iPhone and iOS configurations

**1682505:** When an iPhone 12 with iOS 14 or an iPhone 12 Pro with iOS 15.0.2 is placed on the back cover of a United States passport where the chip is located, the passport is not read, and the device continues scanning indefinitely. Apple was supposed to have fixed this problem with iOS 14.7.1, but the problem is still occurring. The issue does not occur with iOS 14.7.1 with iPhone XS Max and XR. The iPhone 12 with iOS 14 and iPhone 12 Pro with iOS 15.0.2 can read the chips of French passports. The iPhone 13 Pro with iOS 15.0.2 was able to read the chip on both USA and French passports.

## On-device extraction fails using custom cache provider

**1267338:** When performing on-device extraction with a custom cache provider, extraction fails with "Internal OCR error." The same image processes successfully with local and server providers.

## HTML5 Onboarding app do not make the camera shutter sound with iOS 12.2

**1255559:** When using the HTML5 Onboarding app, a camera shutter sound is made when capturing an image with the device's camera. This does not occur on Apple devices with iOS 12.2.

## Honor devices capture blurry passports in video mode

**1179662:** When capturing passport images on Honor devices in video mode, the images are blurry in most attempts. This prevents data from being extracted. This error was detected with Android OS 7.x.

**Workaround:** Capture passport images in still camera mode.

## HTML5 Onboarding app Camera fails on Asus Zenfone 2E device in WeChat browser

**1133231:** The Onboarding app crashes when the user sends an image for extraction because native camera is not able to send the captured image.

Affected platforms and/or known devices:

- HTML5
- Android in WeChat browser

## In Pixel C devices, users can capture documents if the device is not steady

**1130895:** In Google Pixel C tablets, user can capture documents even though the device is not held steady during image capture. This is because device sensors appear to lag.

Affected platforms and/or devices:

- Android

## In Vivo 1609, captured images appear black when the torch is turned on

**1130310:** The captured images from capture controller will be turned black when torch is on.

Affected platforms and/or devices:

- Android

## LG G3 only captures if the device is tilted

**1109626:** The user can only capture images if device is slightly tilted because of focus issues in this device.

Affected platforms and/or devices:

- Android

## Crash with CaptureExperience and ImageCaptureView.addOnImageCapturedListener()

**891187:** If an application uses ImageCapturedListener (via ImageCaptureView.addOnImageCapturedListener()) along with the CaptureExperience API, the application may crash due to a race condition. In some cases, the CaptureExperience API and the application's listener process runs the same event in parallel. If the CaptureExperience happens first, there is no problem. But if the application listener happens to be first and then quickly clears the captured image bitmap, the application will crash.

Affected platforms and/or known devices:

- Android

**Workaround:** If possible, ensure the Capture Experience is first.

## Truncated MRZ values are returned

**886562, 886563:** When extracting an image with truncated MRZ field data, the fields are not replaced with the corresponding OCR value. Instead, the truncated MRZ values are returned along with a confidence of 0.2, which means "0.2 - an MRZ value where the checksum does not match or the checksum does not exist." This is not the correct confidence definition, and the extracted values should come from OCR, not MRZ.

Affected platforms and/or known devices:

- Android
- iOS

## Android UnifiedServer: Concurrent extraction not working

**799475:** ServerExtractor on Android will not support concurrent extraction.

Affected platforms and/or known devices:

- Android ServerExtractor

## MICR detection regression for PNG type.

**798960:** Using the PNG file format with checks may lower the ability to detect MICRs on the check front.

Affected platforms and/or known devices:

- iOS

**Workaround:** Use JPG for the front images of checks.

## Mexico Tamaulipas DL back: last and middle names not parsed correctly from bar code

**755948:** When extracting last and middle names from the bar code on the back to the Tamaulipas driver license, the names are not parsed correctly.

Affected platforms and/or known devices:

- iOS

## Compiling issues when integrating CocoaPods

**750473:** When integrating the Kofax Mobile SDK with CocoaPods (v1.0.1 or newer), the code will not compile because it cannot resolve some SDK header files.

Or when integrating the Kofax Mobile SDK with CocoaPods, the code will not compile, and reports validation errors related to the Kofax Mobile SDK on a POD that does not use the SDK.

### Workaround for the header files issue:

This can be a problem when the main project does not use the SDK framework, only a specific POD. In this case, assuming that this specific POD contains MobileSDK at the following path: /<POD\_ROOT>/<POD\_NAME>/Frameworks/MobileSDK.framework, the podspec file of that POD needs to be adjusted using the HEADER\_SEARCH\_PATH, to resolve the framework files correctly.

For example:

```
s.xcconfig = {'CLANG_ALLOW_NON_MODULAR_INCLUDES_IN_FRAMEWORK_MODULES' => 'YES',
'HEADER_SEARCH_PATHS' => "#{Shellwords.escape(File.join(File.dirname(__FILE__),
'<POD_NAME>
/Frameworks/MobileSDK.framework/Headers')) + '
${PODS_ROOT}/<POD_NAME>/<POD_NAME>/Frameworks/MobileSDK.framework/Headers
${PODS_ROOT}/../<POD_NAME>/Frameworks/MobileSDK.framework/Headers
${PODS_ROOT}/Headers/Public/<POD_NAME>/MobileSDK'}" }
```

### Workaround 2 for the header files issue:

When having multiple PODs referencing each other, this can be a problem. The POD header files, referencing the mobile framework, should be private header files. If those header files are public, and another POD is referencing them, the Mobile SDK framework should be copied into that POD as well.

## ODE bar code extractor returns no error or data

**712709:** The ODE kfxKOEIDExtractor returns no error and no data for some bar code images.

- iOS

**Workaround:** None.

## PhoneGap app crashes when processing a large gallery image

**630332:** The PhoneGap application crashes when a large image (approximately 18 MB) is loaded and processed from the gallery.

Affected platforms and/or known devices:

- iOS
- iPhone 4s

**Workaround:** Avoid loading and processing large images from the gallery.

## Processed image is inappropriately deskewed

**608615:** The processed image is deskewed even though auto deskew is disabled when auto rotate is enabled. If you are going to use auto rotate, it is recommended that you enable deskew.

Affected platforms and/or known devices:

- iOS

## Flash keeps cycling on/off every second

**607732:** On some devices, the flash keeps cycling on and off every second before the image is captured. For these devices, the flash is being used to aid auto-focus and, depending on the driver, may be normal behavior. See the *Android Developer Guide* for details.

Affected platforms and/or known devices:

- Android

## checkCaptureExperience should not be used in image mode

**591091:** The SDK does not allow an application to set the preview resolution. Because of this, on certain devices, if the `checkCaptureExperience` is used in image mode, the captured images are cut off. This occurs even though the default resolution for captured images is higher than 1080p, because the preview resolution is too low.

Affected platforms and/or devices:

- Android

**Workaround:** Always use the `checkCaptureExperience` in video mode.

## Captured image is cropped

**564331:** When using the `ImageCaptureView`, the captured image is cropped. This is seen only in image capture mode and not video capture. This happens with the following image resolutions: 2048x1536 and 2592x1944 (default).

Affected platforms and/or devices:

- Android
- Lenovo Vibe Z2 Pro

**Workaround:** Change to a different resolution.

## Payee endorsement fails even though check is endorsed

**564547, 559858:** In "Check information Usability", the results for Payee Endorsement show "Failed" even though the check is endorsed.

Affected platforms and/or devices:

- Android
- iOS

**Workaround:** This happens when capturing the signature on the left side of the check, instead of the right. Manually rotate the check so that the signature is on the right and try to retake the image.

## Check detector returns bounds rotated 90 degrees

**556995:** When passing in a portrait image, bounds come back in landscape. These bounds should be transformed back into portrait before they are returned.

Affected platforms and/or devices:

- Android

## CheckCaptureExperience does not work if the landscape view is landscape left

**559425:** The `CheckCaptureExperience` works (gives correct guidance) in portrait orientation as well as "landscape right" orientation. If it is in "landscape left" orientation, it will give you the wrong guidance. Android devices display upside down `CaptureMessages`.

Affected platforms and/or devices:

- Android
- iOS

## CheckDetector only works with landscape bitmaps

**557910:** The `CheckDetector` class only works when passed a landscape-oriented bitmap. With portrait-oriented bitmaps, you either get back a null result, or occasionally a sig 11 crash.

Affected platforms and/or devices:

- Android

**Workaround:** Use only landscape-oriented bitmaps with the `CheckDetector`. If necessary, you can try manually rotating the image.

## PostNet bar code search is slower than other bar code symbologies

**370107:** Depending on the device and the bar codes being read, search times will vary but will in general be up to 10 times slower when searching for the same number of PostNet symbologies as when searching for another symbology.

Affected platforms and/or devices:

- All

## SDK does not report Kofax Front Office Server out of disk space

**23824:** Kofax Front Office Server will reject new jobs when hard disk free space falls below a configurable limit. When the free space on the server falls below this limit, all devices connecting to Kofax Front Office Server are supposed to report a server low disk space message at login, so that the user will know that new jobs cannot be submitted.

Mobile devices currently do not report this message at login. Instead, the following error messages will appear when attempting to submit a job: `An error occurred submitting the case - Unknown transaction ID: [GUID] or Unknown transaction ID: [GUID] (Code 3).`

Affected platforms and/or devices:

- KMC Library