Data Sheet

Wacom Ink SDK for signature
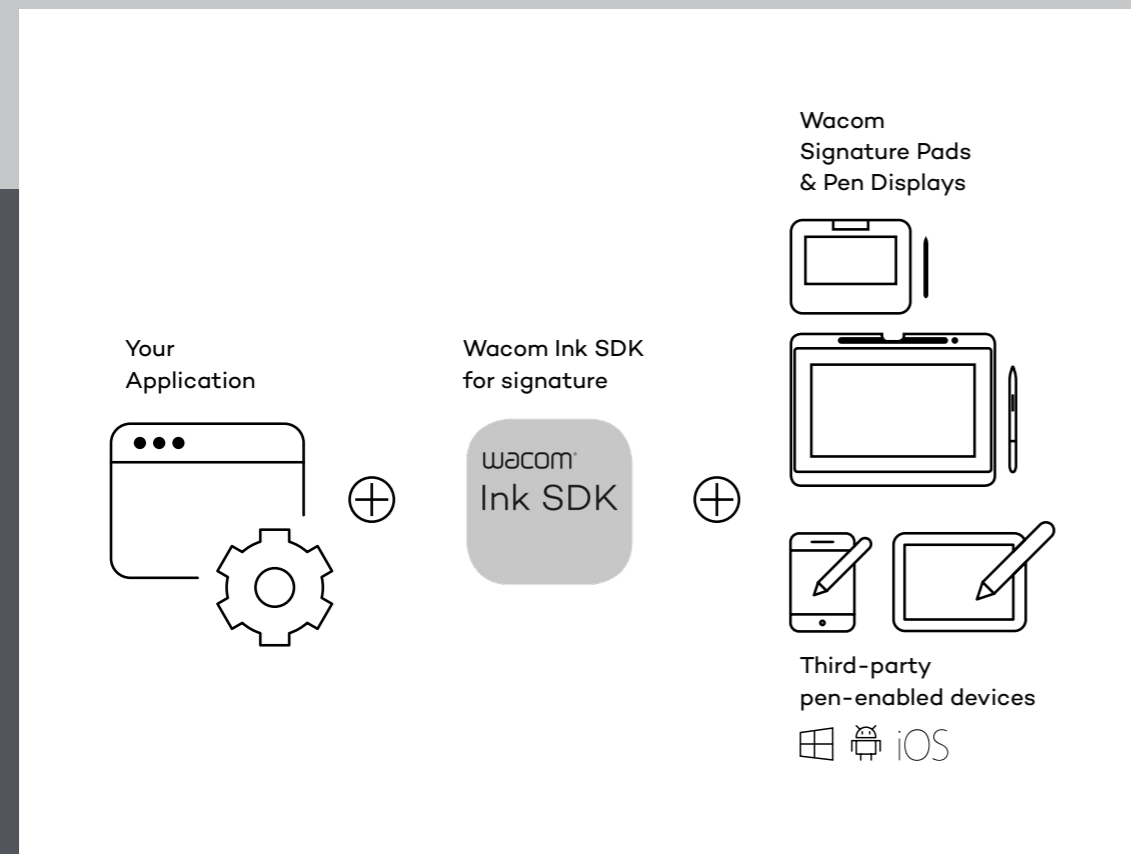
Powerful, Flexible, Secure.

Curvature

Pressure

Time

X,Y Position

Stroke order
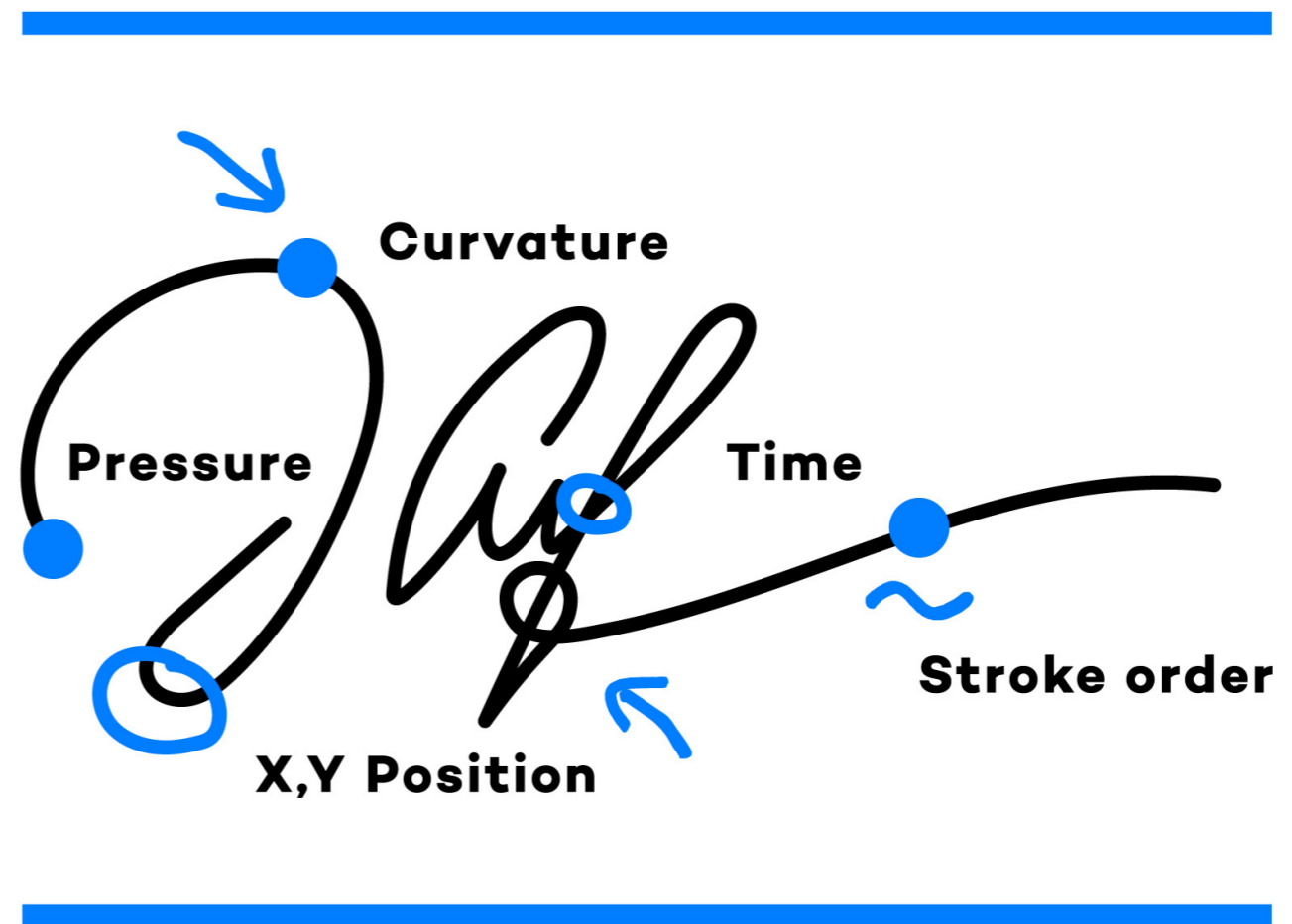
Handwritten signatures
Completely digital

Your
Application

Wacom Ink SDK
for signature

wacom
Ink SDK

Wacom
Signature Pads
& Pen Displays

Third-party
pen-enabled devices

Across the technology landscape, more and more devices can be used with digital pens including signature pads, tablets, PCs and notebooks. The Wacom Ink SDK for signature enables the capture of handwritten electronic signatures on any pen-enabled device, whether manufactured by Wacom or other major vendors. This enables multiple use-cases for digitizing signature-centric document workflows, whether signatures need to be captured at a fixed location or on mobile devices.

Key electronic signature formats

An eSignature is a highspeed recording of a handwritten signature created with a digital pen. The signing process creates behavioral biometric data which can be uniquely linked to the signatory. This data is stored either in Wacom's proprietary Forensic Signature (FSS) format, or the ISO data format. The SDK enables encryption of both formats for added security. The FSS format ensures backward and forward compatibility with older Wacom devices and new pen-enabled devices.

Suitable for all major operating systems and deployment platforms

The Wacom Ink SDK for signature can be used to create and store handwritten electronic signatures on all major operating systems including Windows, Android, iOS, Mac OS and Linux (via the JavaScript SDK component). The SDK can also be deployed for applications running on local devices, servers or for web applications, enabling the same signature workflow for all deployment methods.

This is how the Wacom Ink SDK for signature provides the most flexible, powerful and secure way for service providers to add handwritten electronic signatures to digital workflow solutions.

wacom® for Business

Multiple use cases
individual or combined

The Wacom Ink SDK for signature Enterprise enables handwritten signature capture within any kind of workflow on a wide range of pen-enabled devices. Typical use cases are shown below. All can be run individually or in combination.

SIGNATURE CAPTURE ON WACOM DEVICES

1 **Signature capture using Wacom hardware**
- Environment: Windows
- Signing scenario: Signature capture on a local network of Windows thin clients
- Pen hardware: Wacom devices
- Product:
  - WISDK[1] for signature Lite[2]
  - upgrade to WISDK[1] for signature Enterprise[2] for ISO format + encryption

2 **Signature capture using web application on Wacom devices**
- Environment: Windows
- Signing scenario: Signature capture through browser, local SDK installation on capture device required
- Pen hardware: Wacom devices
- Product:
  - WISDK[1] for signature Lite[2]
  - upgrade to WISDK[1] for signature Enterprise for ISO format + encryption

SIGNATURE CAPTURE ON MOBILE DEVICES

3 **Signature capture using mobile devices**
Environment: Windows, iOS, Android
- Signing scenario: Signature capture with local applications installed on mobile devices
- Pen hardware: Pen-enabled third-party devices
- Product: WISDK[1] for signature Enterprise

4 **Signature capture through web application**
- Environment: OS-independent, browser needs to support WebAssembly
- Signing scenario: Signature capture through browser
- Pen hardware: Wacom devices and pen-enabled third-party devices
- Product: WISDK[1] for signature Enterprise

wacom
Ink SDK for signature
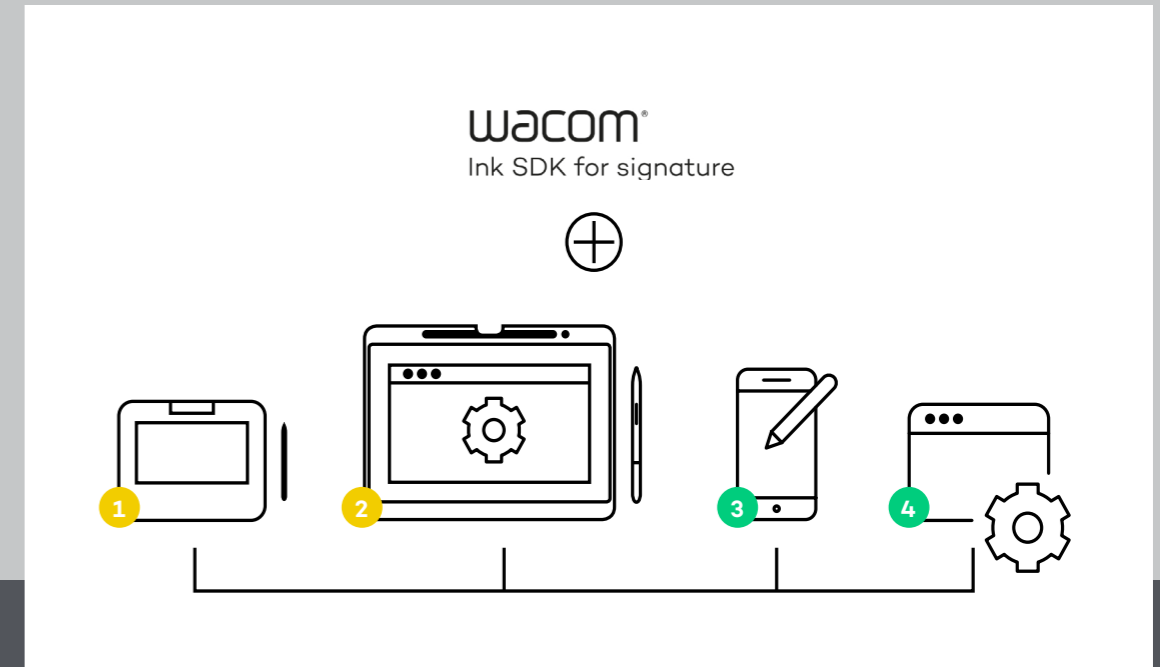
wacom Ink SDK

For additional security:
Add the Wacom Ink SDK for verification

The Wacom Ink SDK for verification augments the SDK for signature with a set of software tools for verifying the authenticity of handwritten signatures with up to 99% accuracy. The SDK' has been built for lightweight integration. Moreover, the verification engine features a privacy by design/security by default architecture that helps organizations dramatically reduce signature fraud and its associated risks.
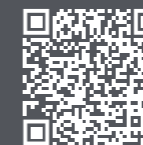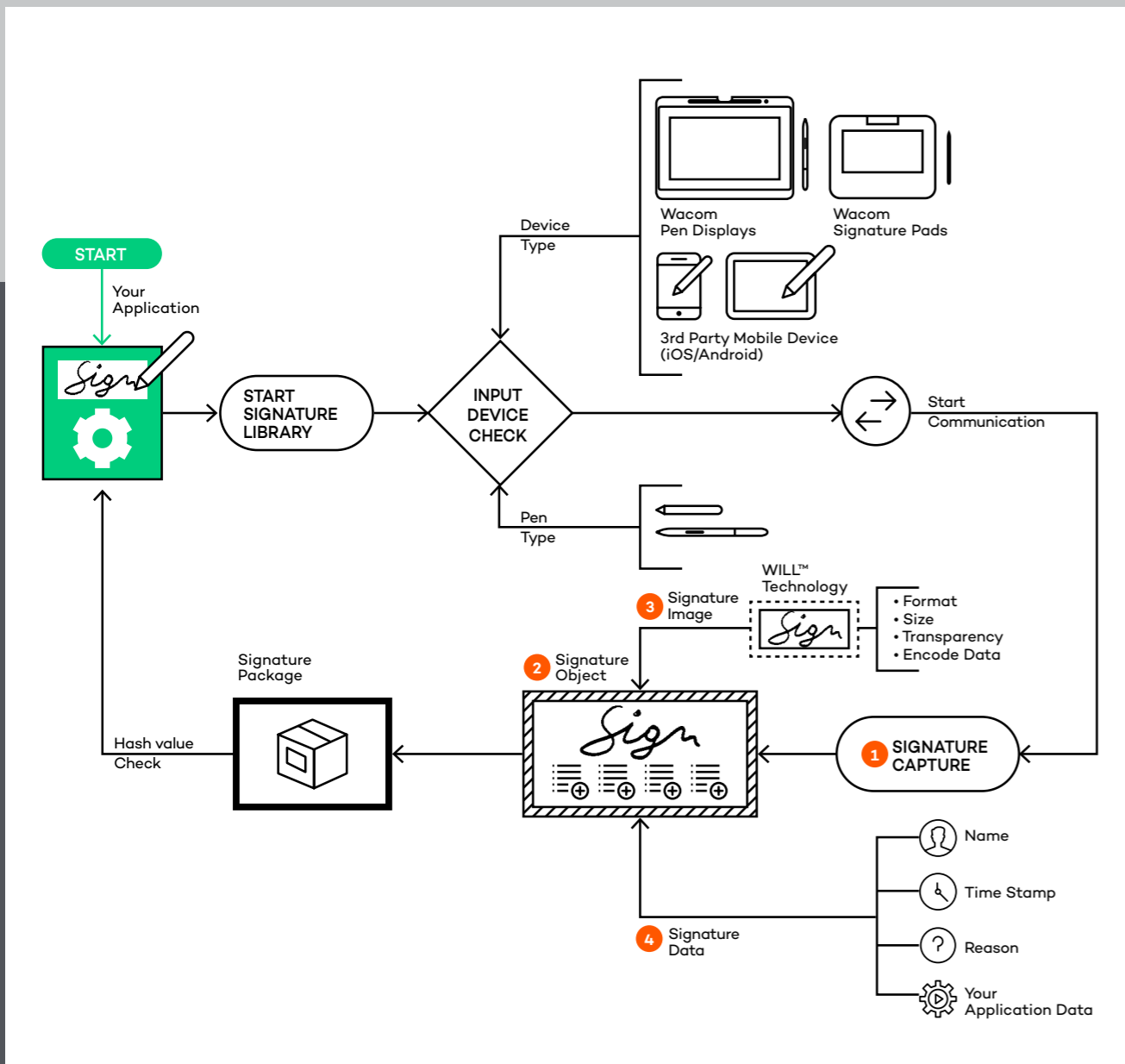
For more details, scan the QR code to access the Wacom Ink SDK for verification web page.

[1] Wacom Ink SDK

[2] Please see pages 6 and 7 for the difference between Enterprise and Lite Version

START

Your Application

START SIGNATURE LIBRARY

INPUT DEVICE CHECK

Device Type

Wacom Pen Displays

Wacom Signature Pads

3rd Party Mobile Device (iOS/Android)

Start Communication

Pen Type

WILL™ Technology

• Format
• Size
• Transparency
• Encode Data

3 Signature Image

2 Signature Object

Signature Package

Hash value Check

1 SIGNATURE CAPTURE

4 Signature Data

Name

Time Stamp

Reason

Your Application Data

wacom
Ink SDK

[1] The Signature Library installation also includes common language translations for Windows, iOS and Android.
[2] For further information, please refer to the documentation at: developer-docs.wacom.com.

Powerful technology
Complete workflows

HOW THE SDK WORKS

1 Signature Capture

An application using the SDK's Signature Library will provide a way of initiating signature capture, for example by displaying a 'sign' button.[2]

• The signature capture function isolates the application from the type of pen input device.
• The Signature Library detects the type of connected device and automatically runs the code needed to communicate with it.[1]
• Regardless of the device, the Signature Library allows an application to capture signatures in the same way and display them correctly in the document.

2 Signature Object

The Signature Library creates a Signature Object to store a captured signature. A signature can be created by an application either in FSS, or ISO format as defined by the ISO/IEC 19794-7 standard. FSS signatures can store Wacom pen-generated biometric information that can be used to help verify the signature as genuine. ISO signatures can be saved in binary or XML form. For additional security, both formats can be encrypted in compliance with the ISOIEC 19794-7 standard.

3 **Signature Image**

An API is provided to create a signature image from the Signature Object. While the signature data is not immediately visible in the image, the SDK contains an API that allows the Signature Object to be extracted. The object can then be used for further processing, such as extracting signature capture details.

4 **Signature Data**

The API can be used to extract signature-specific data such as name, reason, date time stamp or application-specific data.

One type of application-specific data is a hash value for the document that can be included in the signature data. Later, the application can recalculate the hash and use the SDK's API to compare the new and saved values and determine whether any changes have been made to the document since signing. The results can then be used to indicate the validity of a signature within the document.[2]

[2] For further information, please refer to the documentation at: developer-docs.wacom.com.

Two versions
Free and paid

PRODUCT VERSIONS

The Wacom Ink SDK for signature is available in free and licensed versions:

Wacom Ink SDK for signature Enterprise contains components for Windows, Android, iOS, Mac OS, Linux (via the JavaScript SDK component) and web integration. It can be used with a wide range of Wacom and third-party pen-enabled devices, making it suitable for mobile, web-based and mixed infrastructure use cases. The Enterprise version requires a paid license.

Wacom Ink SDK for signature Lite is a free Windows-only version that is available for use with Wacom devices only. Signature Lite web applications require installation of the WISDK for signature on the local Windows machine for web-based signatures using SigCaptX.

LICENSING

Wacom Ink SDK for signature Enterprise is available for solution providers to purchase as a one-time license or on a per seat, per year subscription basis.

The subscription includes:
• Multiple commercial applications
• No application revenue limitations
• Premium Support

You are invited to use the Enterprise version at no charge for a maximum of six months. You will then be required to buy a one-time or subscription license, or switch to the Lite version.

VELOCITY

PRESSURE

FEATURES AND COMPONENTS
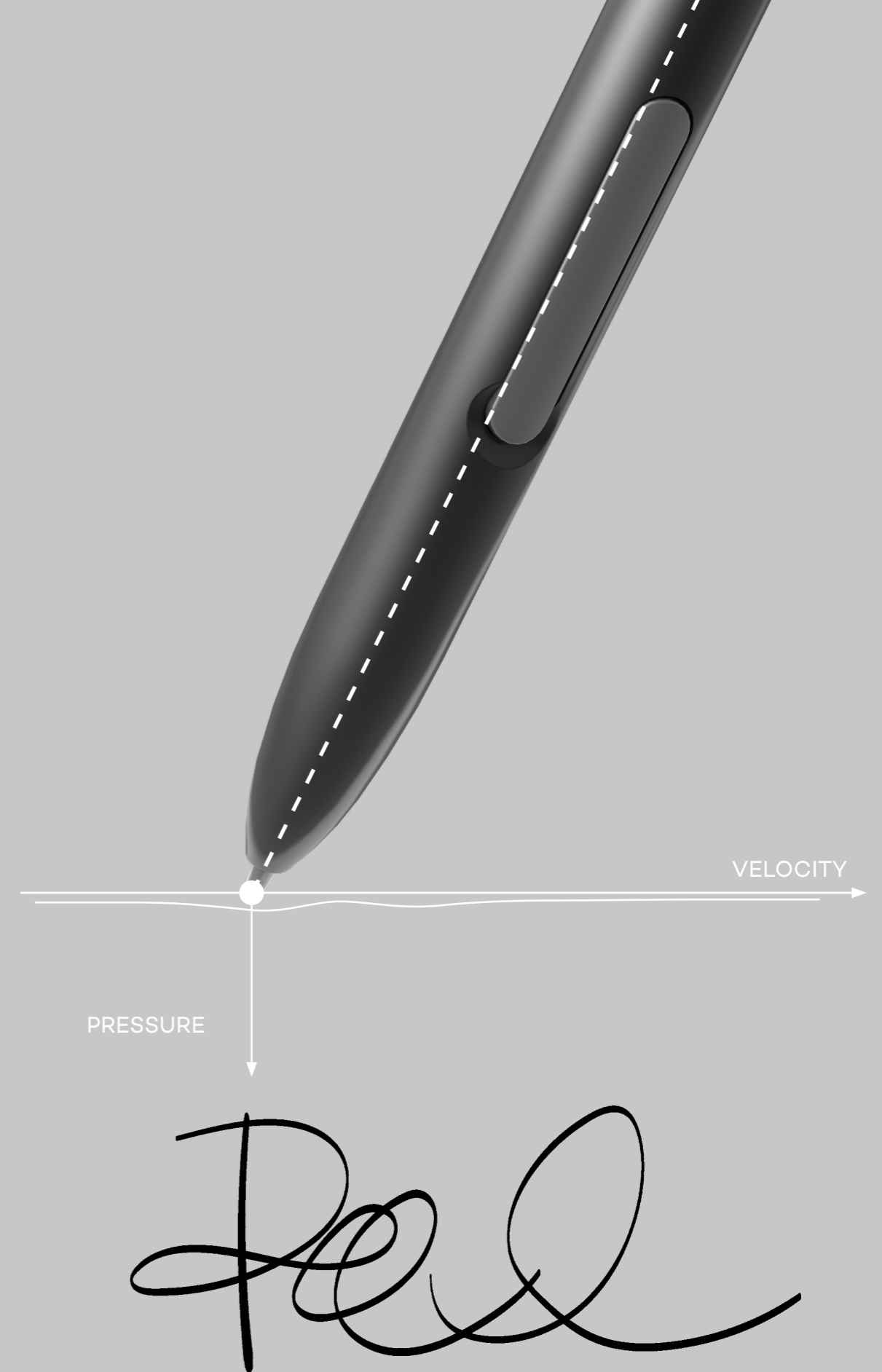
Features and Components	Wacom Ink SDK for signature Enterprise					Wacom Ink SDK for signature Lite	
Positioning	Enabling signature capture for all use-cases: mixed, mobile & web					Enabling signature capture for Wacom devices	
Pricing	subscription, one-time					free	
Components	Windows	JavaScript [1]	SigCaptX [2]	iOS	Android	Windows	SigCaptX [2]
Signature format							
FSS format	✓	✓	✓	✓	✓	✓	✓
ISO format	✓	✓	✓	✓	✓	—	✓
Encryption	✓	✓	✓	✓	✓	—	✓
Device compatibility							
Wacom devices	✓	✓	✓	—	—	✓	✓
3rd party devices	✓	✓	—	✓	✓	—	—
OS compatibility							
Windows	✓	✓	✓	—	—	✓	✓
iOS	—	✓	—	✓	—	—	—
Android	—	✓	—	—	✓	—	—
Linux	—	✓	—	—	—	—	—
MacOS	—	✓	—	—	—	—	—
Deployment methods							
Web Application	—	✓	✓	—	—	—	✓
Server installation	✓	—	—	—	—	✓	—
Local installation	✓	—	—[2]	—	—	✓	—[2]
Signature capture in Browser							
MS Internet Explorer	—	—	✓	—	—	—	✓
MS Edge	—	✓[1]	✓	—	—	—	✓
Chrome	—	✓[1]	✓	—	—	—	✓
Firefox	—	—	✓	—	—	—	✓
Package contains	• Wacom Ink SDK for signature for Windows, full version • SigCaptX for Windows • Wacom Ink SDK for signature for iOS • Wacom Ink SDK for signature for Android • Wacom Ink SDK for signature for JavaScript [1]					• Wacom Ink SDK for signature for Windows, lite version • SigCaptX for Windows	

[1] JavaScript web component requires WebAssemby support in the browser. For timely capture rates, STU captures require WebHID. For details about browser support, please visit: caniuse.com/WebAssembly and caniuse.com/WebHID

[2] SigCaptX web component requires local installation of Wacom Ink SDK for signature for Windows
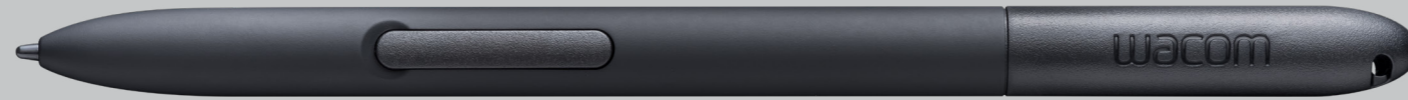
More human
More digital

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