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Change Log: IDKit SDK 3
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- new version numbering MAJOR.MINOR.PATCH.BUILD
- IDKit C/C++ API has changed
  - added image buffer size function argument into IEngine_AddFingerprint,
IEngine_SetFingerprint and
    IEngine_ConvertBmp2RawImage C/C++ API function (all *Ex functions were
removed, e.g., IEngine_AddFingerprintEx)
  - all input buffer API function argument types changed to const (e.g.,
"unsigned char*" changed to
    "const unsigned char*")
  - IEngine_CharacterizeScore function was removed (including Java and
.NET wrappers)
    - see new similarity score normalization below
  - usage of CFG_MIN_MATCHING_FINGERPRINTS is disabled
    - see new score consolidation below
- new IDKit Java wrapper (version 2.10.0)
  - the new Java wrapper reflects better an usage of IDKit context (IDKit
connection
    in C/C++ API), what leads to less programming failures (User object
encapsulates IDKit object)
- old IDKit java wrapper is still available (version 1.20)
- ISO fingerprint template extraction with improved interoperability (NIST
MINEX III test)
- improved extraction, verification and identification with Innovatrics
proprietary fingerprint templates (FORMAT_ICS)
- new similarity score normalization, normalization formula is:
    similarity score = -10 * log10(FAR)
- new similarity score consolidation (see "4.15 Score Consolidation" in
IDKit Documentation)
- improvement calculation of fingerprint quality
(IEngine_GetFingerprintQuality)
- added method for fast fingerprint image quality indication
(IEngine_GetFingerprintPresence)
  - this method is equal to IEngine_GetImageQuality in ANSI&ISO SDK and to
    ISegLib_GetImageQuality method in Segmentation SDK
- new identification speed (CFG_IDENTIFICATION_SPEED) levels (SDK-828)
  - level 1-4 is available in IDKit PC
- License check and information API improvements:
  - New HWID on Android (doesn't require WIFI)
  - IEngine_GetLicenseInformation now returns HWID which is in license and
not HWID of machine as IEngine_GetHardwareId.
  - new license check related error codes which are greater than or equal
to 50000.
    You can get license related error messages using standard
IEngine_GetErrorMsg API.
  - license is not automatically reloaded during operation
- documentation improvements
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