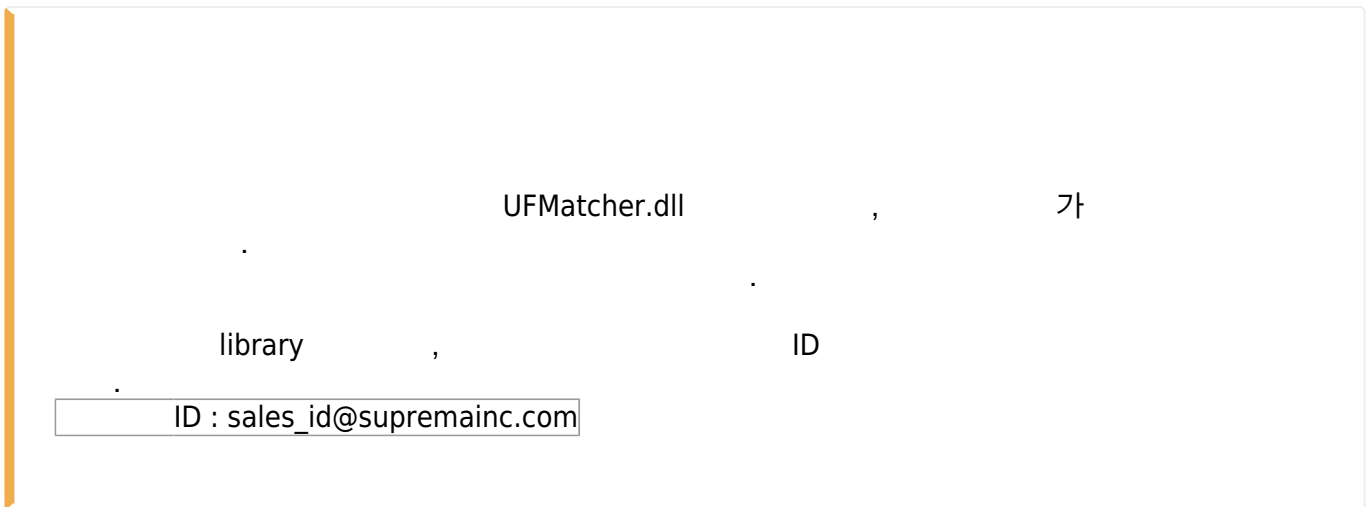


**Server API** ..... 1  
..... 1  
OnUserPhrase ..... 2

# Server API

, BioStar



- [BS2\\_SetServerMatchingHandler](#):
- [BS2\\_VerifyUser](#): User ID
- [BS2\\_IdentifyUser](#):
- [BS2\\_VerifyUserEx](#): [+ 2.4.0] User ID
- [BS2\\_IdentifyUserEx](#): [+ 2.4.0]
- [BS2\\_VerifyUserSmall](#): [+ 2.6.3] User ID
- [BS2\\_IdentifyUserSmall](#): [+ 2.6.3]
- [BS2\\_VerifyUserSmallEx](#): [+ 2.6.3] User ID
- [BS2\\_IdentifyUserSmallEx](#): [+ 2.6.3]
- [BS2\\_VerifyUserFaceEx](#): [+ 2.7.2] User ID
- [BS2\\_SetUserPhraseHandler](#): [+ 2.7.0]
- [BS2\\_ResponseUserPhrase](#): [+ 2.7.0]
- [BS2\\_SetBarcodeScanListener](#): [+2.8.2] Barcode listener

```
typedef void (*OnVerifyUser)(uint32_t deviceId, uint16_t seq, uint8_t
isCard, uint8_t cardType, const uint8_t* data, uint32_t dataLen);
typedef void (*OnIdentifyUser)(uint32_t deviceId, uint16_t seq, uint8_t
format, const uint8_t* templateData, uint32_t templateSize);
```

## 1. OnVerifyUser

Card , User ID가 BioStar

## 2. OnIdentifyUser

## BioStar

## OnUserPhrase

```
typedef void (*OnUserPhrase)(uint32_t deviceId, uint16_t seq, const char*
userID);
```

1. *deviceId*

2. *seq*

3. *userID*  
ID

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