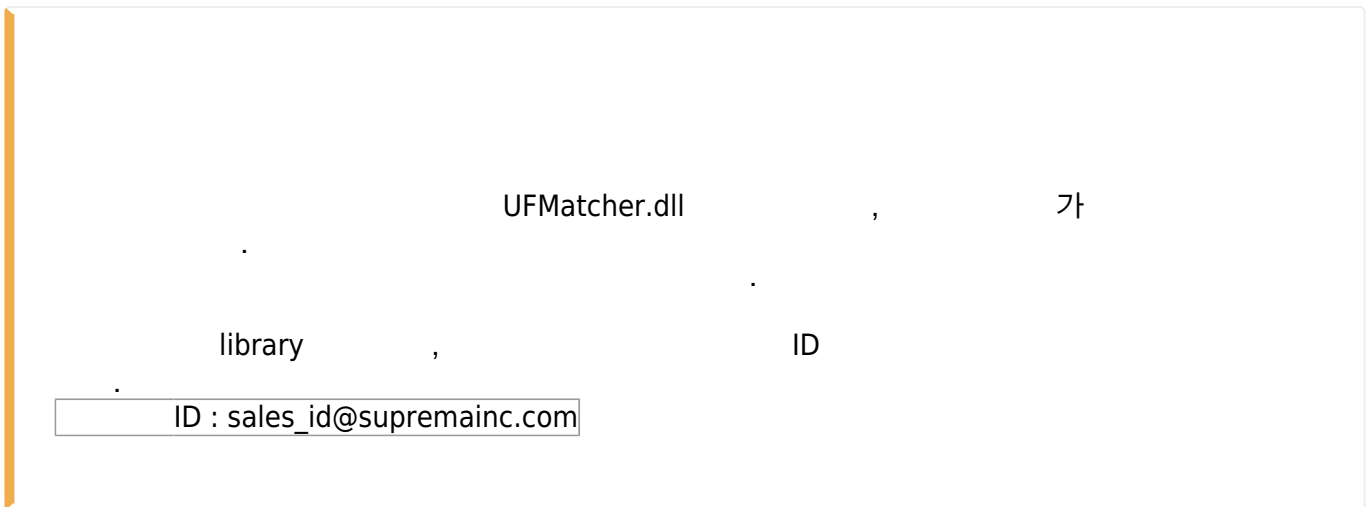


Server API 1
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Server API

, 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

OnBarcodeScanned

barcode가 scan

```
typedef void (*OnBarcodeScanned)(uint32_t deviceId, const char* barcode);
```

1. *deviceId*
barcode ID

2. *barcode*
barcode

OnOsdpStandardDeviceStatusChanged

OSDP 가

```
typedef void (*OnOsdpStandardDeviceStatusChanged)(uint32_t deviceId, const BS20sdpStandardDeviceNotify* notifyData);
```

1. *deviceId*
OSDP

2. *notifyData*

OSDP

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