

BS2_SetMasterAdmin

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BS2_SetMasterAdmin

Suprema

CE RED() , (Master Admin)

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BS2AuthOperatorLevel

BS3	V1.4.0
XS2	V1.4.0
BS2a	V1.2.0
BEW3	

[+ 2.9.12] CE RED() (Master Admin)

```
#include "BS_API.h"

int BS2_SetMasterAdmin(void* context, BS2_DEVICE_ID deviceId, const BS2UserFaceExBlob* masterAdmin);
```

BS2UserFaceExBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *masterAdmin* : (Master Admin)

BS_SDK_SUCCESS , 가

C++

```
BS2UserFaceExBlob userBlob = { , };
BS2User& user = userBlob.user;

if (BS_SDK_SUCCESS != (sdkResult = getUserBlobPINCode(userBlob.pin,
deviceInfo)))
    return sdkResult;

user.numFingers = ;
user.numCards = ;
user.numFaces = ;

if (faceExScanSupported)
{
    if (BS_SDK_SUCCESS != (sdkResult =
getUserBlobFaceInfoTemplateOnly(&userBlob.faceEx0bjs, user.numFaces, id,
deviceInfoEx)))
        return sdkResult;
}

int sdkResult = BS2_SetMasterAdmin(context_, id, &userBlob);
if (BS_SDK_SUCCESS != sdkResult)
    TRACE("BS2_SetMasterAdmin call failed: %d", sdkResult);

if (userBlob.faceEx0bjs)
{
    delete[] userBlob.faceEx0bjs;
}

return sdkResult;
```

C#

```
BS2ErrorCode sdkResult = BS2ErrorCode.BS_SDK_SUCCESS;

BS2UserFaceExBlob userBlob = Util.AllocateStructure<BS2UserFaceExBlob>();
userBlob.user.numCards = ;
userBlob.user.numFingers = ;
userBlob.user.numFaces = ;

userBlob.card0bjs = IntPtr.Zero;
```

```
userBlob.fingerObjs = IntPtr.Zero;
userBlob.faceObjs = IntPtr.Zero;
userBlob.faceExObjs = IntPtr.Zero;

if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobPINCode(sdkContext, ref userBlob.pin)))
    return;

if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobFaceExInfoTemplateOnly(sdkContext, deviceId, ref
userBlob.faceExObjs, ref userBlob.user.numFaces)))
    return;

Console.WriteLine("Trying to set master admin");
sdkResult = (BS2ErrorCode)API.BS2_SetMasterAdmin(sdkContext, deviceId, ref
userBlob);
if (BS2ErrorCode.BS_SDK_SUCCESS != sdkResult)
    Console.WriteLine("BS2_SetMasterAdmin call failed {0}", sdkResult);

if (userBlob.faceExObjs != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob.faceExObjs);
}
```

BS2_GetMasterAdmin

From:

<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_setmasteradmin

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