Face API

API   .

- [BS2_ScanFace](): .
- [BS2_GetAuthGroup](): .
- [BS2_GetAllAuthGroup](): . *
- [BS2_SetAuthGroup](): .
- [BS2_RemoveAuthGroup](): .
- [BS2_RemoveAllAuthGroup](): .

BS2Face

```c
typedef struct {
    uint8_t faceIndex;
    uint8_t numOfTemplate;
    uint8_t flag;
    uint8_t reserved;

    uint16_t imageLen;
    uint8_t reserved2[2];

    uint8_t imageData[BS2_FACE_IMAGE_SIZE];
    uint8_t templateData[BS2_TEMPLATE_PER_FACE][BS2_FACE_TEMPLATE_LENGTH];
} BS2Face;
```

1. *faceIndex*

2. *numOfTemplate*
        .

3. *flag*
      .

4. *reserved*
        .

5. *imageLen*
        .

6. *reserved2*
      .

4. *imageData*
        .

5. *data*

·

BS2AuthGroup

```
typedef struct {
    BS2_AUTH_GROUP_ID        id;
    char                     name[BS2_MAX_AUTH_GROUP_NAME_LEN];
    uint8_t                  reserved[32];
} BS2AuthGroup;
```

1. *id*

·

2. *name*
BioStar

3. *reserved*

·

BS2TemplateEx

```
typedef struct {
    uint8_t       data[552];
    uint8_t       isIR;
    uint8_t       reserved[3];
} BS2TemplateEx;
```

FaceStation F2

1. *data*
IR   visual   .

2. *isIR*
IR   true, visual   false   .

3. *reserved*

·

BS2FaceEx

```
typedef struct {
    uint8_t       faceIndex;
    uint8_t       numOfTemplate;
    uint8_t       flag;
    uint8_t       reserved;
```

```
    uint32_t        imageLen;
    union {
        struct {
            uint16_t irImageLen;
            uint8_t  unused[6];              ///< 6 bytes (packing)
            uint8_t  imageData[BS2_MAX_WARPED_IMAGE_LENGTH];        ///<
40 * 1024 bytes
            uint8_t  irImageData[BS2_MAX_WARPED_IR_IMAGE_LENGTH];       ///<
30 * 1024 bytes
            BS2TemplateEx templateEx[BS2_MAX_TEMPLATES_PER_FACE_EX];    ///<
20 * 556 bytes
        };

        uint8_t   *rawImageData;
    };
} BS2FaceEx;
```

FaceStation F2

1. *faceIndex*

2. *numOfTemplate*
Visual, IR   .

3. *flag*
        WARP   .
    WARP   ,   ,   ,
                            .
flag   1   ,   union   struct   5   .
flag   0   ,   union   rawImageData   .
            WARP   ,
flag   BS2_FACE_EX_FLAG_NONE(0)   , rawImageData   ,
                imageLen   .
            rawImageData   WARP   struct
                .
rawImageData   struct   union   .

BS2_FACE_EX_FLAG_NONE	0x00
BS2_FACE_EX_FLAG_WARPED	0x01
BS2_FACE_EX_FLAG_ALL	0xFF

4. *reserved*
                    .

5. *imageLen*
                            .

6. *irImageLen*
IR   .

7. *unused*

. (packing   )

8. *imageData*
WARP   . rawImageData   .

9. *irImageData*
IR   . WARP   IR   .
                                      .

10. *templateEx*
Visual   IR   .

11. *rawImageData*
WARP   .