Face API

API .

- BS2_ScanFace: FaceStation2 FaceLite
  .

- BS2_GetAuthGroup: .
- BS2_GetAllAuthGroup: . *
- BS2_SetAuthGroup: .
- BS2_RemoveAuthGroup: .
- BS2_RemoveAllAuthGroup: .

FaceEx API

- BS2_ScanFaceEx: FaceStation F2 .
  [+ 2.7.1]
- BS2_ExtractTemplateFaceEx: FaceStation F2 template
  . [+ 2.7.1]

BS2Face

```
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*
FaceStation2 V1.4.0, FaceLite V1.2.0 .
flag , 0 .

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 . (JPG , 250 * 250)