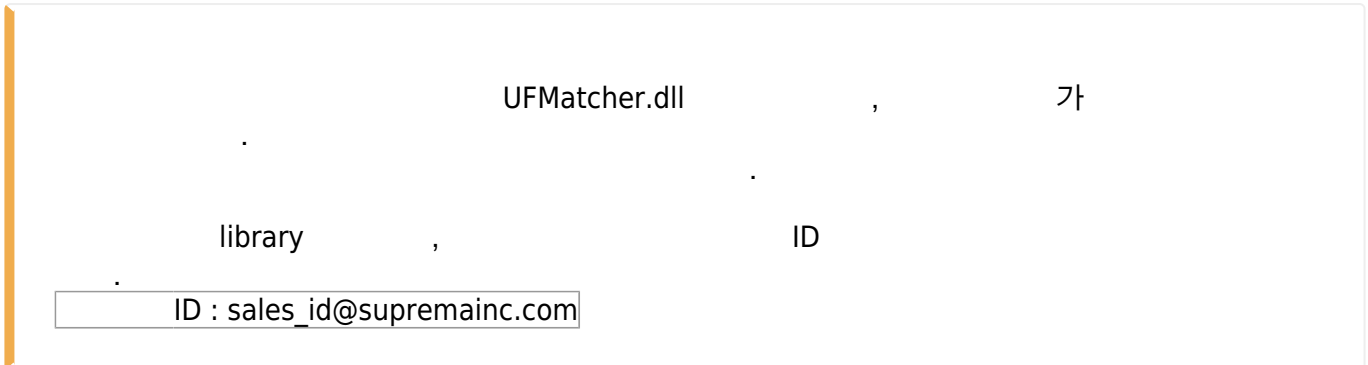


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# Server API

, 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
- [BS2\\_SetOsdpStandardDeviceStatusListener](#): [+ 2.9.1] OSDP 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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