

User Management API

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BS2User

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# User Management API

API	
• <a href="#">BS2_GetUserList</a> :	ID 가 .
• <a href="#">BS2_RemoveUser</a> :	.
• <a href="#">BS2_RemoveAllUser</a> :	.
• <a href="#">BS2_GetUserInfos</a> :	ID 가 .
• <a href="#">BS2_GetUserInfosEx</a> :	ID 가 . ([+ 2.4.0] Job code, User phrase )
• <a href="#">BS2_EnrolUser</a> :	.
• <a href="#">BS2_EnrolUserEx</a> :	.([+ 2.4.0] Job code, User phrase )
• <a href="#">BS2_EnrollUser</a> : [+ 2.6.3]	.
• <a href="#">BS2_EnrollUserEx</a> : [+ 2.6.3]	.(Job code, User phrase )
• <a href="#">BS2_GetUserDatas</a> :	가 .
• <a href="#">BS2_GetUserDatasEx</a> :	가 .([+ 2.5.0] Job code, User phrase )
• <a href="#">BS2_GetSupportedUserMask</a> :	가 .
• <a href="#">BS2_EnrollUserSmall</a> : [+ 2.6.3]	, .
• <a href="#">BS2_EnrollUserSmallEx</a> : [+ 2.6.3]	, .
• <a href="#">BS2_GetUserSmallInfos</a> : [+ 2.6.3]	, ID .
• <a href="#">BS2_GetUserSmallInfosEx</a> : [+ 2.6.3]	, ID .
• <a href="#">BS2_GetUserSmallDatas</a> : [+ 2.6.3]	, .
• <a href="#">BS2_GetUserSmallDatasEx</a> : [+ 2.6.3]	, .

## BS2User

```
typedef struct {
    char userID[BS2_USER_ID_SIZE];
    uint8_t formatVersion;
    uint8_t flag;
    uint16_t version;
    uint8_t numCards;
    uint8_t numFingers;
    uint8_t numFaces;
    uint8_t reserved2[1];
    uint32_t authGroupID;
    uint32_t faceChecksum;
} BS2User;
```

1. *userID*  
 , 1 ~ 4294967295 가 .

2. *formatVersion*

3. *flag*

flag OR 가

0x00	None
0x01	가
0x02	가
0x04	가
0x80	가

4. *version*

5. *numCards*

6. *numFingers*

7. *numFaces*

8. *authGroupID*

ID.

9. *faceChecksum*

BS2UserSetting

```
typedef struct {
    uint32_t startTime;
    uint32_t endTime;
    uint8_t fingerAuthMode;
    uint8_t cardAuthMode;
    uint8_t idAuthMode;
    uint8_t securityLevel;
} BS2UserSetting;
```

1. *startTime*

가 0

2. *endTime*

가 0

3. *fingerAuthMode*

0	
1	PIN
254	
255	( )

4. cardAuthMode

2	
3	
4	PIN
5	PIN
6	, , PIN
254	
255	( )

5. idAuthMode

ID

7	ID
8	ID PIN
9	ID PIN
10	ID PIN
254	
255	( )

6. securityLevel

0	
1	
2	
3	
4	
5	

BS2UserPhoto

```
typedef struct {
    uint32_t size;
    uint8_t data[BS2_USER_PHOTO_SIZE];
} BS2UserPhoto;
```

1. *size*

2. *data*

, 16kb

BS2UserBlob

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserBlob;
```

1. *user*

2. *setting*

3. *name*

UTF-8

4. *photo*

Jpeg

5. *pin*

PIN *BS\_MakePinCode*

6. *cardObjs*

**user.numCards**

[Smartcard API](#)

7. *fingerObjs*

**user.numFingers**

[Fingerprint API](#)

8. *faceObjs*

**user.numFaces**

[Face API](#)

9. *accessGroupId*

가 16

## BS2Job

```
typedef struct {
    uint8_t numJobs;
    uint8_t reserved[3];

    struct {
        BS2_JOB_CODE code;
        BS2_JOB_LABEL label;
    } jobs[BS2_MAX_JOB_SIZE];
} BS2Job;
```

1. *numJobs*

Job .

2. *reserved*

.

3. *jobs*

T&A Job .

## BS2UserBlobEx

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    BS2Job job;
    BS2_USER_PHRASE phrase;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserBlobEx;
```

1. *user*

.

2. *setting*

.

3. *name*

UTF-8 .

4. *photo*

Jpeg .

5. *pin*

PIN	BS_MakePinCode	
6. cardObjs		
	user.numCards	
Smartcard API		
7. fingerObjs		
	user.numFingers	
Fingerprint API		
8. faceObjs		
	user.numFaces	
Face API		
9. job		
10. phrase		
UI	(FS2 FW 1.0.0	가 )
11. accessGroupIdx	16	

BS2UserSmallBlob

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto* photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserSmallBlob;
```

1. user		
2. setting		
3. name	UTF-8	
4. photo	Jpeg	
5. pin		
PIN	BS_MakePinCode	

6. <i>cardObjs</i>	<b>user.numCards</b>	.
Smartcard API		
7. <i>fingerObjs</i>	<b>user.numFingers</b>	.
Fingerprint API		
8. <i>faceObjs</i>	<b>user.numFaces</b>	.
Face API		
9. <i>accessGroupId</i> 가	16	.

BS2UserSmallBlobEx

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto* photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    BS2Job job;
    BS2_USER_PHRASE phrase;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserSmallBlobEx;
```

1. <i>user</i>		.
2. <i>setting</i>		.
3. <i>name</i>	UTF-8	.
4. <i>photo</i>	Jpeg	.
5. <i>pin</i> PIN	BS_MakePinCode	.
6. <i>cardObjs</i>	<b>user.numCards</b>	.
Smartcard API		



7. *fingerObjs*

Fingerprint API

**user.numFingers**

8. *faceObjs*

Face API

**user.numFaces**

9. *job*

10. *phrase*

UI (FS2 FW 1.0.0 가 )

11. *accessGroupId*

가 16

BS2UserSettingEx

```
typedef struct {
    uint8_t faceAuthMode;
    uint8_t fingerprintAuthMode;
    uint8_t cardAuthMode;
    uint8_t idAuthMode;
    uint8_t reserved[28];
} BS2UserSettingEx;
```

FaceStation F2

1. *faceAuthMode*

	1	2	3	4
11				
12				
13		PIN		
14		PIN		
15			PIN	
254				
255	( )			

2. *fingerprintAuthMode*

	1	2	3	4
16				

	1	2	3	4
17				
18		PIN		
19		PIN		
20			PIN	
254				
255	) (			

3. cardAuthMode

	1	2	3
21			
22			
23			
24		PIN	
25			
26		PIN	
27		PIN	
28		PIN	
29			
30			PIN
31			
32			PIN
33			PIN
34			PIN
35			PIN
254			
255	) (		

4. idAuthMode

ID

	1	2	3
36	ID		
37	ID		
38	ID	PIN	
39	ID		
40	ID	PIN	
41	ID	PIN	
42	ID	PIN	

	1	2	3
43	ID		
44	ID		PIN
45	ID		
46	ID		PIN
47	ID		PIN
48	ID		PIN
49	ID		PIN
254			
255	(		
	)		

5. reserved

BS2UserFaceExBlob

```
typedef struct
{
    BS2User user;
    BS2UserSetting setting;
    BS2_USER_NAME user_name;
    BS2UserPhoto* user_photo_obj;
    BS2_USER_PIN pin;
    BS2CSNCard* cardObj;
    BS2Fingerprint* fingerObj;
    BS2Face* faceObj; // FS2, FL
    BS2Job job;
    BS2_USER_PHRASE phrase;
    BS2_ACCESS_GROUP_ID accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];

    BS2UserSettingEx settingEx; // F2
    BS2FaceEx* faceExObj; // F2
} BS2UserFaceExBlob;
```

1. user

2. setting

3. name  
UTF-8

4. photo  
Jpeg

5. <i>pin</i>			
PIN	<i>BS_MakePinCode</i>		
6. <i>cardObjs</i>			
		<b>user.numCards</b>	
Smartcard API			
7. <i>fingerObjs</i>			
'FS2, FL'		<b>user.numFingers</b>	
	Fingerprint API		
8. <i>faceObjs</i>			
		<b>user.numFaces</b>	
	Face API		
9. <i>job</i>			
10. <i>phrase</i>			
	UI	(FS2 FW 1.0.0	가 )
11. <i>accessGroupId</i>			
	가	16	
12. <i>settingEx</i>			
FaceStation F2			
	가		
13. <i>faceExObjs</i>			
FaceStation F2		<b>user.numFaces</b>	

From:

<http://kb.supremainc.com/bs2sdk/> - BioStar 2 Device SDK

Permanent link:

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