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# Server API

API that can enable server matching or controls the device from the BioStar application.

## Warning

### BioMini&Image SDK License Error : Invalid Verification!

This is the Suprema license key you need in order to use server matching feature. Once you receive "UFLicense.lic" file, you need to activate them using "activate\_lic.exe" file. Suprema ID sales team will give you further instruction on this.  
Suprema ID: sales\_id@supremainc.com

Once you activate the license, please copy this "UFLicense.lic" file into BioStar 2 device SDK folder.

The BioStar 2 device SDK version you received, you will find "example" folder there.

Please try to copy the license file to example folder (Example > cli > csharp > common > lib > x86) and see if can use server matching.

- [BS2\\_SetServerMatchingHandler](#): Registers the server matching handler.
- [BS2\\_VerifyUser](#): Transfers user information mapped to the card or user ID authentication results to the device.
- [BS2\\_IdentifyUser](#): Transfers user information mapped to the fingerprint authentication results to the device.
- [BS2\\_VerifyUserEx](#): [+ 2.4.0] Transfers user information mapped to the card or user ID authentication results to the device.
- [BS2\\_IdentifyUserEx](#): [+ 2.4.0] Transfers user information mapped to the fingerprint authentication results to the device.
- [BS2\\_VerifyUserSmall](#): [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device.
- [BS2\\_IdentifyUserSmall](#): [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device.
- [BS2\\_VerifyUserSmallEx](#): [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device.
- [BS2\\_IdentifyUserSmallEx](#): [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device.
- [BS2\\_SetUserPhraseHandler](#): [+ 2.7.0] Registers the server user phrase handler.
- [BS2\\_ResponseUserPhrase](#): [+ 2.7.0] Transfers the user phrase to the device.

## Callback Function

```
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*

Callback function that is called when the BioStar application needs to distinguish whether the card or user ID matches.

#### 2. *OnIdentifyUser*

Callback function that is called when the BioStar application needs to distinguish whether the fingerprint matches.

## OnUserPhrase

Callback function asking for user phrase to the server.

```
typedef void (*OnUserPhrase)(uint32_t deviceId, uint16_t seq, const char* userID);
```

#### 1. *deviceId*

Device ID

#### 2. *seq*

Packet sequence

#### 3. *userID*

User ID

From:

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

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