

**BS2\_ScanFingerprint** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

# BS2\_ScanFingerprint

```
#include "BS_API.h"

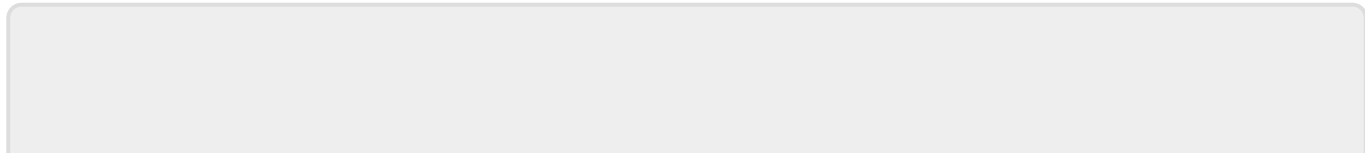
int BS2_ScanFingerprint(void* context, uint32_t deviceId, BS2Fingerprint*
finger, uint32_t templateIndex, uint32_t quality, uint8_t templateFormat,
uint32_t* outquality, OnReadyToScan ptrReadyToScan);
```

## BS2Fingerprint

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *finger* :
- [In] *templateIndex* :
- [In] *quality* :
- [In] *templateFormat* :
- [Out] *outquality* :
- [Out] *ptrReadyToScan* : 가

BS\_SDK\_SUCCESS , 가

## BS2\_VerifyFingerprint



From:

<https://kb.supremainc.com/kbtest/> - **BioStar 2 Device SDK**

Permanent link:

[https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2\\_scanfingerprint&rev=1487686890](https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_scanfingerprint&rev=1487686890)

Last update: **2017/02/21 23:21**