

---

<b>Face API</b> .....	1
<b>FaceEx API</b> .....	1
.....	1
BS2Face .....	1
BS2AuthGroup .....	2
BS2TemplateEx .....	2
BS2FaceEx .....	3

# Face API

API

- [BS2\\_ScanFace](#): FaceStation2 FaceLite
- [BS2\\_GetAuthGroup](#): 가
- [BS2\\_GetAllAuthGroup](#): 가 \*
- [BS2\\_SetAuthGroup](#): .
- [BS2\\_RemoveAuthGroup](#): .
- [BS2\\_RemoveAllAuthGroup](#): .

# FaceEx API

- [BS2\\_ScanFaceEx](#): FaceStation F2  
[+ 2.7.1]
- [BS2\\_ExtractTemplateFaceEx](#): FaceStation F2 가 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*

가 WARP

WARP , , ,

flag가 1 , union struct 5

flag가 0 , union rawImageData

가 WARP

가

flag BS2\_FACE\_EX\_FLAG\_NONE(0) , rawImageData ,

imageLen

rawImageData 가

WARP

struct

rawImageData struct가 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 . rawData

9. irImageData  
IR . WARP IR

10. templateEx  
Visual IR

11. rawData  
WARP . (JPG , 250 \* 250)

From:

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

Permanent link:

[https://kb.supremainc.com/bs2sdk/doku.php?id=ko:face\\_api&rev=1619073325](https://kb.supremainc.com/bs2sdk/doku.php?id=ko:face_api&rev=1619073325)

Last update: **2021/04/22 15:35**