

Face API 1

FaceEx API 1

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 BS2Face 1

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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]
- [BS2_GetNormalizedImageFaceEx](#): FaceStation F2 WARP (가) , WARP . [+ 2.8]

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. irlImageLen
IR

7. unused
(packing)

8. imageData
WARP . rawData

9. irlImageData
IR . WARP IR

10. templateEx
Visual IR

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

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