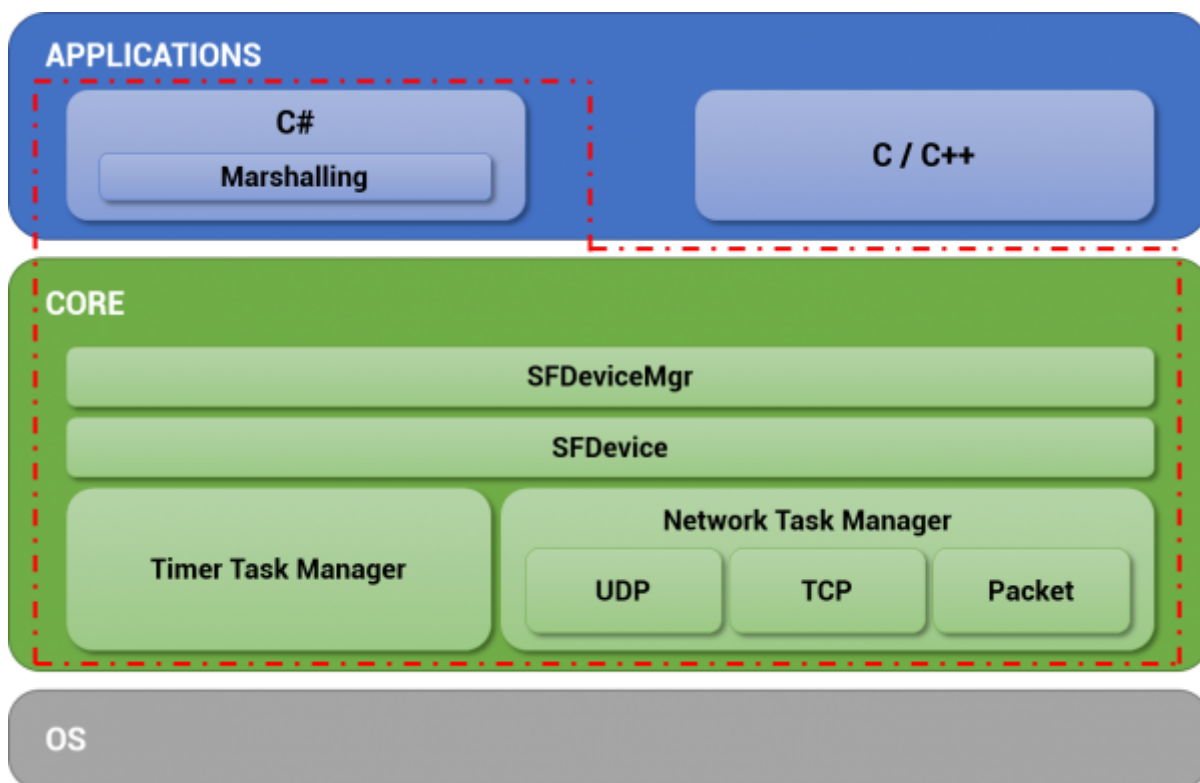


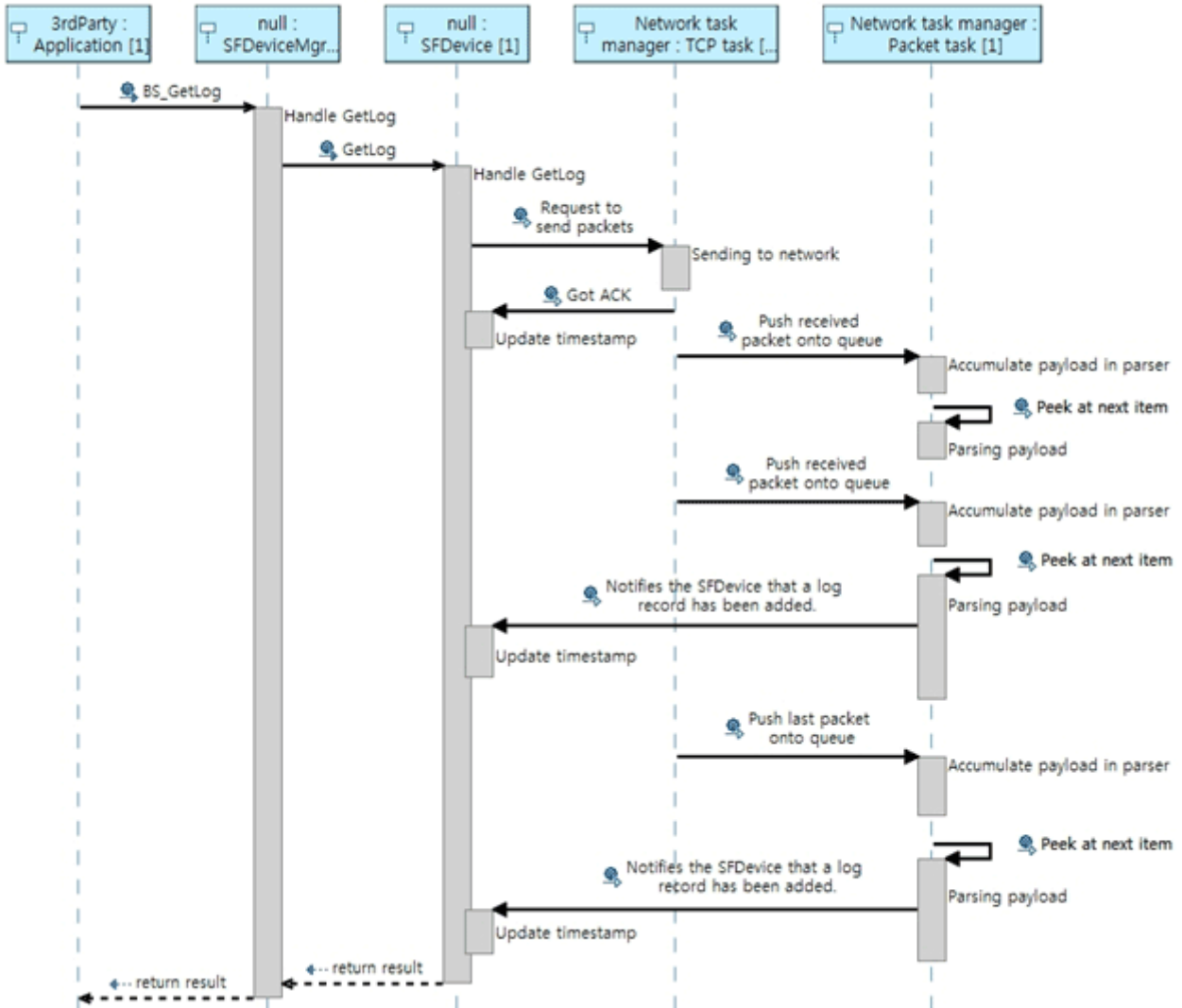
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BioStar 2 Device SDK

SDK	Document <sup>1)</sup>				
	Include <sup>2)</sup>				
	Lib	linux	lib	x86	BS_SDK_V2.so
				x64	BS_SDK_V2.so
	window	lib	x86	BS_SDK_V2.lib <sup>3)</sup> BS_SDK_V2.dll	
			x64	BS_SDK_V2.lib <sup>4)</sup> BS_SDK_V2.dll	
Example <sup>5)</sup>	C#				
	C++				





BioStar 2

## BioStar 1.x SDK

### API

BioStar 1.x SDK

API가

```
if( m_DeviceType == BS_DEVICE_BIOENTRY_PLUS ||
    m_DeviceType == BS_DEVICE_BIOENTRY_W ||
    m_DeviceType == BS_DEVICE_BIOLITE ||
    m_DeviceType == BS_DEVICE_XPASS ||
    m_DeviceType == BS_DEVICE_XPASS_SLIM ||
    m_DeviceType == BS_DEVICE_XPASS_SLIM2)
{
    BEUserHdr userHdr;
    // Retrieve a user from the device
    BS_RET_CODE result = BS_GetUserBEPlus( m_Handle, m_UserID, &userHdr,
m_TemplateData );
    ...

    // Transfer the user to the device
    result = BS_EnrollUserBEPlus( m_Handle, &userHdr, m_TemplateData );
    ...
}
else if( m_DeviceType == BS_DEVICE_BIOSTATION )
{
    BSUserHdrEx userHdr;

    BS_RET_CODE result = BS_GetUserEx( m_Handle, m_UserID, &userHdr,
m_TemplateData );
    ...

    result = BS_EnrollUserEx( m_Handle, &userHdr, m_TemplateData );
    ...
}
else if( m_DeviceType == BS_DEVICE_DSTATION )
{
    DSUserHdr userHdr;
```

```
    ...

    BS_RET_CODE result = BS_GetUserDStation( m_Handle, m_UserID, &userHdr,
m_TemplateData, m_FaceTemplate_DST );
    ...

    result = BS_EnrollUserDStation( m_Handle, &userHdr, m_TemplateData,
m_FaceTemplate_DST );
}
else if( m_DeviceType == BS_DEVICE_XSTATION )
{
    XSUserHdr userHdr;
    ...

    BS_RET_CODE result = BS_GetUserXStation( m_Handle, m_UserID, &userHdr);
    ...

    result = BS_EnrollUserXStation( m_Handle, &userHdr );
}
else if( m_DeviceType == BS_DEVICE_BIOSTATION2 )
{
    BS2UserHdr userHdr;
    ...

    BS_RET_CODE result = BS_GetUserBioStation2( m_Handle, m_UserID,
&userHdr, m_TemplateData );
    ...

    result = BS_EnrollUserBioStation2( m_Handle, &userHdr, m_TemplateData );
}
else if( m_DeviceType == BS_DEVICE_FSTATION )
{
    FSUserHdr userHdr;
    ...

    BS_RET_CODE result = BS_GetUserFStation( m_Handle, m_UserID, &userHdr,
faceTemplate );
    ...

    result = BS_EnrollUserFStation( m_Handle, &userHdr, m_FaceTemplate_FST
);
}
}
```

## BioStar 2.x SDK

API

```
BS2UserBlob userBlob =
(BS2UserBlob)Utils.AllocateStructure(sizeof(BS2UserBlob));
...
```

```
int result = (BS2ErrorCode)API.BS2_EnrolUser(Program.sdkContext,
deviceHandle.info.id, ref userBlob);
...
```

**BioStar 1.x SDK**

( ) API

```
int handle = ;
uint deviceID = ;
int deviceType = ;

result = BS_OpenSocket( "192.168.0.5", 1471, &handle );
result = BS_GetDeviceID(handle, &deviceID, &deviceType);
```

**BioStar 2.x SDK**

( ) 가 ID  
BioStar 2.x SDK 가

```
const char* deviceAddress = "192.168.1.2";
uint16_t devicePort = 51211;
uint32_t deviceId = ;
BS2SimpleDeviceInfo deviceInfo;

int result = BS2_ConnectDeviceViaIP(context, deviceAddress, devicePort,
&deviceId);
int result = BS2_GetDeviceInfo(context, deviceId, &deviceInfo);
```

**BioStar 1.x SDK**

API가 가

**BioStar 2.x SDK**

API가

**BioStar 1.x SDK**

가 가 UI/ 가

**BioStar 2.x SDK**

가 가

UI/ 가

가 UI/ 가 가 UI

.

# Visual Studio

## C/C++

Under construction

## C#

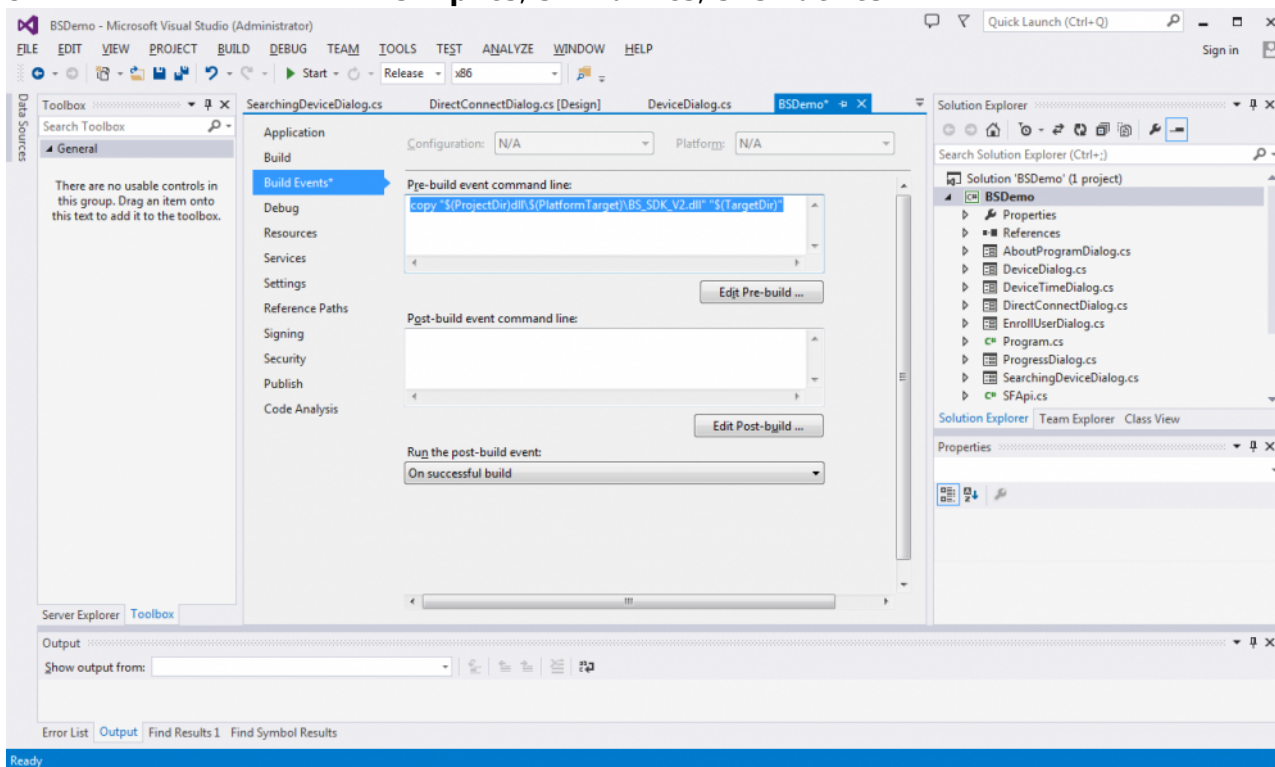
- 1. SDK
- 2.

DLL

```
copy "$(ProjectDir)lib\$(PlatformTarget)\BS_SDK_V2.dll" "$(TargetDir)"
```

- 3. SDK

### SFApi.cs, SFEnum.cs, SFStruct.cs



- 1) SDK
- 2) API
- API , C/C++
- 3) 4) , C/C++
- import



5)

SDK            가            .

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