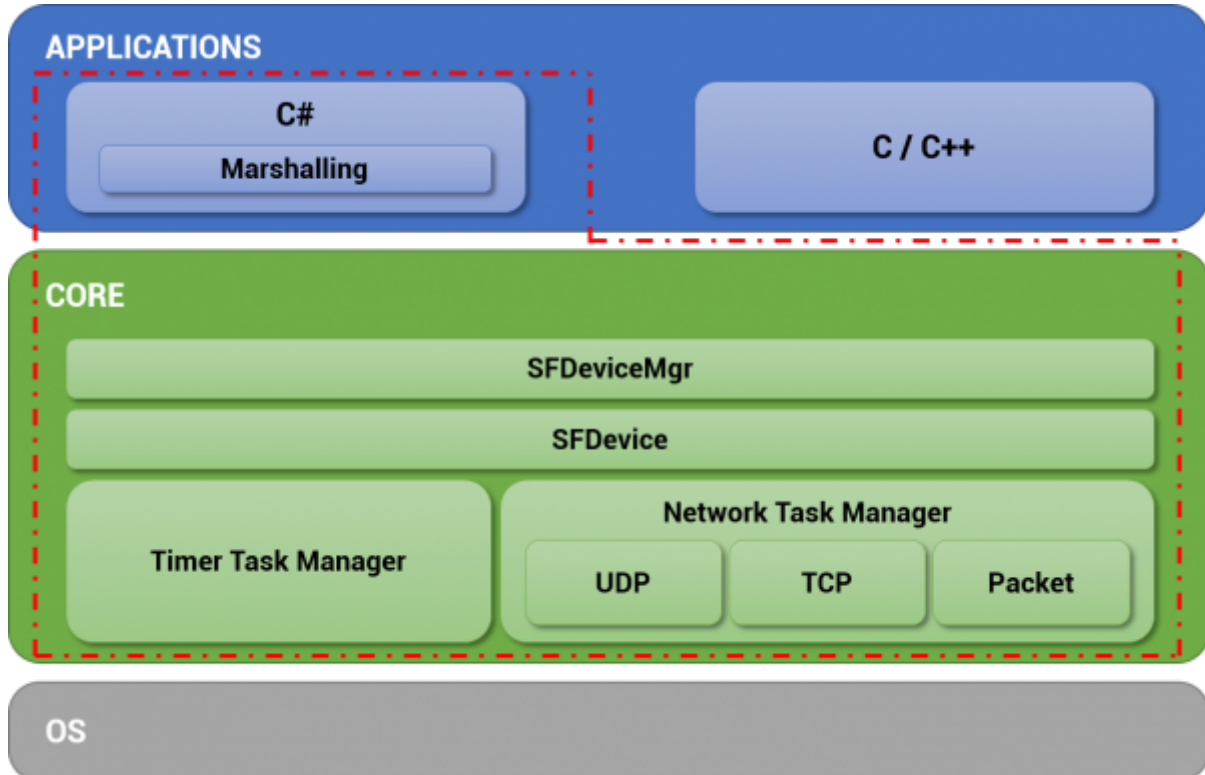
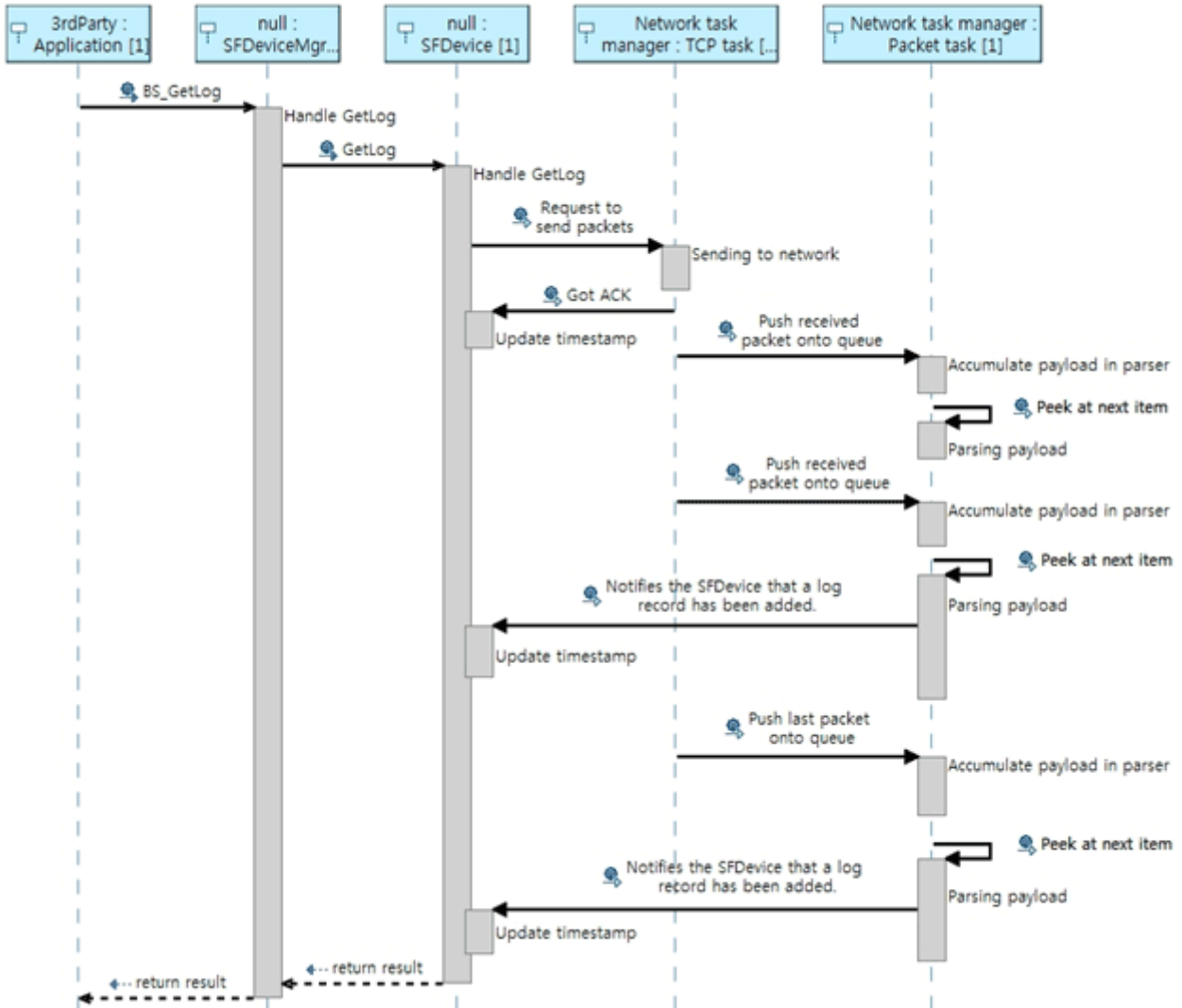

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| | 1 |
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| | 1 |
| | 2 |
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| BioStar 1.x SDK | 3 |
| - API | 3 |
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| - | 5 |
| - | 5 |
| | 7 |
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BioStar 2 Device SDK

| | | | | | |
|-----------------------|------------------------|--------|-----|-----|--|
| SDK | Document ¹⁾ | | | | |
| | Include ²⁾ | | | | |
| | Lib | linux | lib | x86 | BS_SDK_V2.so |
| | | | | x64 | BS_SDK_V2.so |
| | Lib | window | lib | x86 | BS_SDK_V2.lib ³⁾ BS_SDK_V2.dll |
| | | | | x64 | BS_SDK_V2.lib ⁴⁾ BS_SDK_V2.dll |
| Example ⁵⁾ | 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

API

BioStar 1.x SDK

가 가

UI/

가

, **BioStar 2.x SDK**

가 가

UI/

가

가

UI

UI/

가 가

.

Visual Studio

C/C++

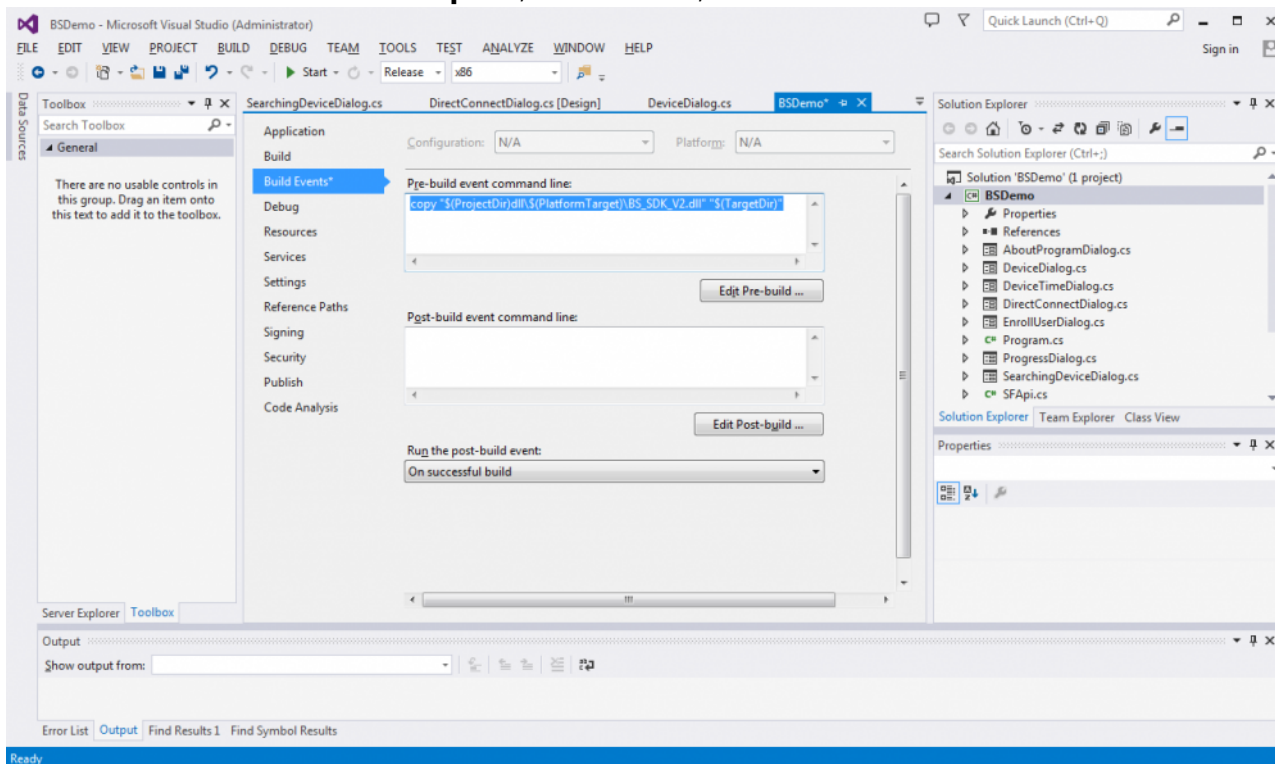
Under construction

C#

- 1. SDK
- 2. DLL

```
copy "$(ProjectDir)lib\$(PlatformTarget)\BS_SDK_V2.dll" "$(TargetDir)"
copy "$(ProjectDir)lib\$(PlatformTarget)\libeay32.dll" "$(TargetDir)"
copy "$(ProjectDir)lib\$(PlatformTarget)\libssl32.dll" "$(TargetDir)"
copy "$(ProjectDir)lib\$(PlatformTarget)\ssleay32.dll" "$(TargetDir)"
```

- 1. SDK **SFApi.cs, SFEnum.cs, SFStruct.cs**



- 1) SDK API
- 2)

API , C/C++
3) , 4)
C/C++ import .
5) SDK 가 .

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=ko:getting_started&rev=1547606360

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