User Management API

User Management API

API .

- [BS2_GetUserList](): ID .
- [BS2_RemoveUser](): .
- [BS2_RemoveAllUser](): .
- [BS2_GetUserInfos](): ID .
- [BS2_GetUserInfosEx](): ID . ([+ 2.4.0] Job code, User phrase)
- [BS2_EnrolUser](): .
- [BS2_EnrolUserEx](): .([+ 2.4.0] Job code, User phrase)
- [BS2_EnrollUser](): [+ 2.6.3] .
- [BS2_EnrollUserEx](): [+ 2.6.3] .(Job code, User phrase)
- [BS2_GetUserDatas](): .
- [BS2_GetUserDatasEx](): .([+ 2.5.0] Job code, User phrase)
- [BS2_GetSupportedUserMask](): .
- [BS2_EnrollUserSmall](): [+ 2.6.3] , .
- [BS2_EnrollUserSmallEx](): [+ 2.6.3] , .
- [BS2_GetUserSmallInfos](): [+ 2.6.3] , ID .
- [BS2_GetUserSmallInfosEx](): [+ 2.6.3] , ID .
- [BS2_GetUserSmallDatas](): [+ 2.6.3] , .
- [BS2_GetUserSmallDatasEx](): [+ 2.6.3] , .

BS2User

```
typedef struct {
    char userID[BS2_USER_ID_SIZE];
    uint8_t formatVersion;
    uint8_t flag;
    uint16_t version;
    uint8_t numCards;
    uint8_t numFingers;
    uint8_t numFaces;
    uint8_t reserved2[1];
    uint32_t authGroupID;
    uint32_t faceChecksum;
} BS2User;
```

1. *userID*

, 1 ~ 4294967295 .

2. *formatVersion*

　　　　　.

3. *flag*

　　　　　　　　　　flag　　　　OR　　　　　　　.　　　　　　　　.

0x00	None
0x01	
0x02	
0x04	
0x80	

4. *version*

　　　　　.

5. *numCards*

　　　　　.

6. *numFingers*

　　　　　.

7. *numFaces*

　　　　　.

8. *authGroupID*

　　　　　　　　　　　　　　ID.

9. *faceChecksum*

　　　　　.

BS2UserSetting

```
typedef struct {
    uint32_t startTime;
    uint32_t endTime;
    uint8_t fingerAuthMode;
    uint8_t cardAuthMode;
    uint8_t idAuthMode;
    uint8_t securityLevel;
} BS2UserSetting;
```

1. *startTime*

　　　　　　　　　　O　　　　　　　　.

2. *endTime*

　　　　　　　　　　O　　　　　　　　.

3. *fingerAuthMode*

.

0	
1	PIN
254	
255	( )

4. *cardAuthMode*

.

2	
3	
4	PIN
5	PIN
6	, , PIN
254	
255	( )

5. *idAuthMode*

ID .

7	ID
8	ID PIN
9	ID PIN
10	ID PIN
254	
255	( )

6. *securityLevel*

.

0	
1	
2	
3	
4	
5	

BS2UserPhoto

```
typedef struct {
    uint32_t size;
    uint8_t data[BS2_USER_PHOTO_SIZE];
} BS2UserPhoto;
```

1. *size*

   .

2. *data*

   , 16kb .

BS2UserBlob

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserBlob;
```

1. *user*

   .

2. *setting*

   .

3. *name*

   UTF-8 .

4. *photo*

   Jpeg .

5. *pin*
PIN *BS_MakePinCode* .

6. *cardObjs*

   user.numCards .
[Smartcard API](#) .

7. *fingerObjs*

   user.numFingers .
   [Fingerprint API](#) .

8. *faceObjs*

   user.numFaces .
   [Face API](#) .

9. *accessGroupId*

   16 .

BS2Job

```
typedef struct {
    uint8_t numJobs;
    uint8_t reserved[3];

    struct {
        BS2_JOB_CODE code;
        BS2_JOB_LABEL label;
    } jobs[BS2_MAX_JOB_SIZE];
} BS2Job;
```

1. *numJobs*

Job   .

2. *reserved*

.

3. *jobs*
T&A   Job   .

BS2UserBlobEx

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    BS2Job job;
    BS2_USER_PHRASE phrase;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserBlobEx;
```

1. *user*

.

2. *setting*

.

3. *name*

UTF-8   .

4. *photo*

Jpeg   .

5. *pin*

PIN   *BS_MakePinCode*   .

6. *cardObjs*

user.numCards   .

[Smartcard API](#)   .

7. *fingerObjs*

user.numFingers   .

   [Fingerprint API](#)   .

8. *faceObjs*

user.numFaces   .

   [Face API](#)   .

9. *job*

                                                  .

10. *phrase*
                      UI   . (FS2 FW 1.0.0   )
11. *accessGroupId*

                                        16   .

BS2UserSmallBlob

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto* photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserSmallBlob;
```

1. *user*

                                        .

2. *setting*

                                                  .

3. *name*

                      UTF-8   .

4. *photo*

                      Jpeg   .

5. *pin*
PIN   *BS_MakePinCode*   .

6. *cardObjs*

user.numCards .

[Smartcard API](#) .

7. *fingerObjs*

user.numFingers .

[Fingerprint API](#) .

8. *faceObjs*

user.numFaces .

[Face API](#) .

9. *accessGroupId*

16 .

BS2UserSmallBlobEx

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto* photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    BS2Job job;
    BS2_USER_PHRASE phrase;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserSmallBlobEx;
```

1. *user*

.

2. *setting*

.

3. *name*

UTF-8 .

4. *photo*

Jpeg .

5. *pin*
PIN *BS_MakePinCode* .

6. *cardObjs*

user.numCards .

[Smartcard API](#) .

7. *fingerObjs*

user.numFingers .

[Fingerprint API](#) .

8. *faceObjs*

user.numFaces .

[Face API](#) .

9. *job*

.

10. *phrase*

UI . (FS2 FW 1.0.0)

11. *accessGroupId*

16 .

BS2UserSettingEx

```
typedef struct {
    uint8_t faceAuthMode;
    uint8_t fingerprintAuthMode;
    uint8_t cardAuthMode;
    uint8_t idAuthMode;
    uint8_t reserved[28];
} BS2UserSettingEx;
```

FaceStation F2

1. *faceAuthMode*

.

	1	2	3	4
11				
12				
13		PIN		
14		PIN		
15			PIN	
254				
255	( )			

2. *fingerprintAuthMode*

.

	1	2	3	4
16				

	1	2	3	4
17				
18		PIN		
19		PIN		
20			PIN	
254				
255	( )			

3. cardAuthMode

.

	1	2	3
21			
22			
23			
24		PIN	
25			
26		PIN	
27		PIN	
28		PIN	
29			
30			PIN
31			
32			PIN
33			PIN
34			PIN
35			PIN
254			
255	( )		

4. idAuthMode

ID .

	1	2	3
36	ID		
37	ID		
38	ID	PIN	
39	ID		
40	ID	PIN	
41	ID	PIN	
42	ID	PIN	

	1	2	3
43	ID		
44	ID		PIN
45	ID		
46	ID		PIN
47	ID		PIN
48	ID		PIN
49	ID		PIN
254			
255	( )		

5. *reserved*

　　　　　　.

BS2UserFaceExBlob

```
typedef struct
{
    BS2User user;
    BS2UserSetting setting;
    BS2_USER_NAME user_name;
    BS2UserPhoto* user_photo_obj;
    BS2_USER_PIN pin;
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;                   // FS2, FL
    BS2Job job;
    BS2_USER_PHRASE phrase;
    BS2_ACCESS_GROUP_ID accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];

    BS2UserSettingEx settingEx;          // F2
    BS2FaceEx* faceExObjs;               // F2
} BS2UserFaceExBlob;
```

1. *user*

　　　　　　.

2. *setting*

　　　　　　.

3. *name*

　　　　　　UTF-8　　.

4. *photo*

　　　　　　Jpeg　　　　　　.

5. *pin*
PIN   *BS_MakePinCode*   .

6. *cardObjs*

user.numCards   .
[Smartcard API](#)   .

7. *fingerObjs*
FaceStation2, FaceLite   **user.numFingers**
                        .   [Fingerprint API](#)   .

8. *faceObjs*

user.numFaces   .
   [Face API](#)   .

9. *job*

                                        .

10. *phrase*
                        UI   . (FS2 FW 1.0.0   )

11. *accessGroupId*

                                        16   .

12. *settingEx*
FaceStation F2   .
                                        .

13. *faceExObjs*
FaceStation F2   **user.numFaces**
          .   [Face API](#)   .