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# User Management API

## API

- [BS2\\_GetUserList](#): ID 가
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- [BS2\\_GetUserInfos](#): ID 가
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- [BS2\\_GetUserDatasEx](#): 가 .([+ 2.5.0] Job code, User phrase )
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- [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 가 .

2. *formatVersion*

3. *flag*

flag OR 가

0x00	None
0x01	가
0x02	가
0x04	가
0x80	가

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*

가 0

2. *endTime*

가 0

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*

가

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## 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

가 )

11. *accessGroupId*

가

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*

가

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**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*

Fingerprint API

**user.numFingers**

8. *faceObjs*

Face API

**user.numFaces**

9. *job*

10. *phrase*

UI

(FS2 FW 1.0.0

가 )

11. *accessGroupId*

가

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*

**user.numFingers**

Fingerprint API

8. *faceObjs*

FaceStation2, FaceLite

**user.numFaces**

Face API

9. *job*

10. *phrase*

UI

(FS2 FW 1.0.0

가 )

11. *accessGroupId*

가

16

12. *settingEx*

FaceStation F2

가

13. *faceExObjs*

FaceStation F2

**user.numFaces**

Face API

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

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