

User Management API 1

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User Management API

API

- [BS2_GetUserList](#): ID 가
- [BS2_RemoveUser](#):
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- [BS2_GetUserInfos](#): ID 가
- [BS2_GetUserInfosEx](#): ID 가 . ([+ 2.4.0] Job code, User phrase)
- [BS2_EnrollUser](#):
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- [BS2_EnrollUser](#): [+ 2.6.3]
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- [BS2_GetUserDatas](#): 가
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- [BS2_GetSupportedUserMask](#): 가
- [BS2_EnrollUserSmall](#): [+ 2.6.3]
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- [BS2_EnrollUserFaceEx](#): FaceStation F2 . [+ 2.7.1]
- [BS2_GetUserInfosFaceEx](#): FaceStation F2 ID 가 . [+ 2.7.1]
- [BS2_GetUserDatasFaceEx](#): FaceStation F2 가 . [+ 2.7.1]

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

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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

user.numFingers

Fingerprint API

8. faceObjs

user.numFaces

Face API

9. job

10. phrase

UI

(FS2 FW 1.0.0

가)

11. accessGroupId

가

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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				
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	

	1	2	3
42	ID	PIN	
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

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=ko:user_management_api&rev=1603327935

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