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# User Management API

## API

- [BS2\\_GetUserList](#): ID 가
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- [BS2\\_EnrollUserFaceEx](#): [+ 2.7.1] FaceStation F2
- [BS2\\_GetUserInfosFaceEx](#): [+ 2.7.1] FaceStation F2 ID 가
- [BS2\\_GetUserDatasFaceEx](#): [+ 2.7.1] FaceStation F2 가

## 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

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&amp;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

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

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  |     |     |     |   |
| 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 2 Device SDK**

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