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# User Management API

## API

- [BS2\\_GetUserList](#): ID 가
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- [BS2\\_EnrollUser](#):
- [BS2\\_EnrollUserEx](#): [+ 2.4.0] .(Job code, User phrase )
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- [BS2\\_GetUserDatasEx](#): [+ 2.5.0] 가 .(Job code, User phrase )
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- [BS2\\_EnrollUserSmallEx](#): [+ 2.6.3]
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- [BS2\\_GetUserSmallInfosEx](#): [+ 2.6.3] , ID
- [BS2\\_GetUserSmallDatas](#): [+ 2.6.3] ,
- [BS2\\_GetUserSmallDatasEx](#): [+ 2.6.3] ,
- [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

**FaceStation F2**  
**FaceStation F2** BS2UserSettingEx .

```
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*

Fingerprint API

**user.numFingers**

8. *faceObjs*

Face API

**user.numFaces**

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&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

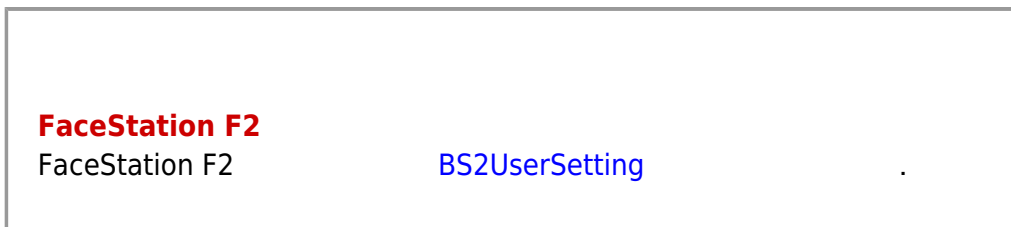
가 )

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 |
|---|---|---|---|

|     | 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 |

|     | 1 | 2 | 3 |
|-----|---|---|---|
| 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 |     |
| 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* cardObj;
    BS2Fingerprint* fingerObj;
    BS2Face* faceObj; // 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

|                |        |
|----------------|--------|
|                |        |
| FaceStation 2  | V1.0.0 |
| FaceStation F2 | V1.0.0 |

11. *accessGroupId*

가

16

12. *settingEx*

FaceStation F2

가

13. *faceExObjs*

FaceStation F2

**user.numFaces**

[Face API](#)

From:

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

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