User Management API

User Management API

API .

- [BS2_GetUserList](): ID .
- [BS2_RemoveUser](): .
- [BS2_RemoveAllUser](): .
- [BS2_GetUserInfos](): ID .
- [BS2_GetUserInfosEx](): [+ 2.4.0] ID . (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] , .
- [BS2_EnrollUserFaceEx](): [+ 2.7.1] FaceStation F2 .
- [BS2_GetUserInfosFaceEx](): [+ 2.7.1] FaceStation F2 ID .
- [BS2_GetUserDatasFaceEx](): [+ 2.7.1] FaceStation F2 .

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

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*

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 .

FaceStation 2	V1.0.0
FaceStation F2	V1.0.0

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 .

FaceStation 2	V1.0.0
FaceStation F2	V1.0.0

11. *accessGroupId*

  16 .

BS2UserSettingEx

FaceStation F2
FaceStation F2 [BS2UserSetting] .

```
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	

	1	2	3
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	
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　　　　　　　　　　　　.

FaceStation 2	V1.0.0

FaceStation F2	V1.0.0

11. *accessGroupId*

16   .

12. *settingEx*
FaceStation F2   .
.

13. *faceExObjs*
FaceStation F2   **user.numFaces**
.   Face API   .

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