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Server API

API that can enable server matching or controls the device from the BioStar application.

Warning

Due to the issues with the management of UFMatcher.dll which was provided by a separate independent Corporation, Runnable examples will not be available anymore.
Please reference the prior examples at the code level only.

Other technical supports including libraries for server matching can be provided by SupremaID sales team.
Suprema ID : sales_id@supremainc.com

- BS2_SetServerMatchingHandler: Registers the server matching handler.
- BS2_VerifyUser: Transfers user information mapped to the card or user ID authentication results to the device.
- BS2_IdentifyUser: Transfers user information mapped to the fingerprint authentication results to the device.
- BS2_VerifyUserEx: [+ 2.4.0] Transfers user information mapped to the card or user ID authentication results to the device.
- BS2_IdentifyUserEx: [+ 2.4.0] Transfers user information mapped to the fingerprint authentication results to the device.
- BS2_VerifyUserSmall: [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device.
- BS2_IdentifyUserSmall: [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device.
- BS2_VerifyUserSmallEx: [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device.
- BS2_IdentifyUserSmallEx: [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device.
- BS2_VerifyUserFaceEx: [+ 2.7.2] Transfers user information mapped to the card or user ID authentication results to the device.
- BS2_SetUserPhraseHandler: [+ 2.7.0] Registers the server user phrase handler.
- BS2_ResponseUserPhrase: [+ 2.7.0] Transfers the user phrase to the device.
- BS2_SetOsdpStandardDeviceStatusListener: [+ 2.9.1] Register a listener function that detects state changes of the OSDP device.

Callback Function

```
typedef void (*OnVerifyUser)(uint32_t deviceId, uint16_t seq, uint8_t
isCard, uint8_t cardType, const uint8_t* data, uint32_t dataLen);
typedef void (*OnIdentifyUser)(uint32_t deviceId, uint16_t seq, uint8_t
```

```
format, const uint8_t* templateData, uint32_t templateSize);
```

1. *OnVerifyUser*
Callback function that is called when the BioStar application needs to distinguish whether the card or user ID matches.

2. *OnIdentifyUser*
Callback function that is called when the BioStar application needs to distinguish whether the fingerprint matches.

OnUserPhrase

Callback function asking for user phrase to the server.

```
typedef void (*OnUserPhrase)(uint32_t deviceId, uint16_t seq, const char*
userID);
```

1. *deviceId*
Device ID

2. *seq*
Packet sequence

3. *userID*
User ID

OnBarcodeScanned

Callback function called when barcode is scanned on the device.

```
typedef void (*OnBarcodeScanned)(uint32_t deviceId, const char* barcode);
```

1. *deviceId*
Device ID that sent the scanned barcode.

2. *barcode*
Barcode string read from device.

OnOsdpStandardDeviceStatusChanged

This is a callback function that is called when the state of the OSDP device changes.

```
typedef void (*OnOsdpStandardDeviceStatusChanged)(uint32_t deviceId, const
BS2OsdpStandardDeviceNotify* notifyData);
```

1. *deviceId*
OSDP device identifier.

2. *notifyData*
OSDP device information.

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

Permanent link:
https://kb.supremainc.com/bs2sdk/doku.php?id=en:server_api

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