		2
BioStar 1.x SDK		
-	API	
-		
-		
-		
Visual Studio		7

BioStar 2 Device SDK

SDK	Document ¹⁾					
	Include ²⁾					
	Lib	linux	lib	x86	BS_SDK_V2.so	
				x64	BS_SDK_V2.so	
		window lil	lib	x86	BS_SDK_V2.lib ³⁾ BS_SDK_V2.dll	
				x64	BS_SDK_V2.lib ⁴⁾ BS_SDK_V2.dll	
	Example ⁵⁾	C#				
		C++				



.

7



Push last packet onto queue

Notifies the SFDevice that a log record has been added.

Update timestamp

← return result

Accumulate payload in parser

-

Parsing payload

Peek at next item

•-- return result

BioStar 2

BioStar 1.x SDK

API

BioStar 1.x SDK

API가

```
if( m_DeviceType == BS_DEVICE_BIOENTRY_PLUS ||
    m DeviceType == BS DEVICE BIOENTRY W
                                             m DeviceType == BS DEVICE BIOLITE
                                             m DeviceType == BS DEVICE XPASS
                                             Ш
    m_DeviceType == BS_DEVICE_XPASS_SLIM
                                             m DeviceType == BS DEVICE XPASS SLIM2)
{
    BEUserHdr userHdr;
    // Retrieve a user from the device
    BS RET CODE result = BS GetUserBEPlus( m Handle, m UserID, &userHdr,
m TemplateData );
    . . .
    // Transfer the user to the device
    result = BS_EnrollUserBEPlus( m_Handle, &userHdr, m_TemplateData );
    . . .
}
else if( m DeviceType == BS_DEVICE_BIOSTATION )
{
    BSUserHdrEx userHdr;
    BS RET CODE result = BS GetUserEx( m Handle, m UserID, &userHdr,
m TemplateData );
    . . .
    result = BS EnrollUserEx( m Handle, &userHdr, m TemplateData );
    . . .
else if( m DeviceType == BS DEVICE DSTATION )
{
    DSUserHdr userHdr;
```

```
. . .
    BS RET CODE result = BS GetUserDStation( m Handle, m UserID, &userHdr,
m_TemplateData, m_FaceTemplate_DST );
    . . .
    result = BS EnrollUserDStation( m Handle, &userHdr, m TemplateData,
m_FaceTemplate_DST );
}
else if( m DeviceType == BS DEVICE XSTATION )
Ł
    XSUserHdr userHdr;
    . . .
    BS RET CODE result = BS GetUserXStation( m Handle, m UserID, &userHdr);
    . . .
    result = BS_EnrollUserXStation( m_Handle, &userHdr );
}
else if( m DeviceType == BS_DEVICE_BIOSTATION2 )
Ł
    BS2UserHdr userHdr;
    . . .
    BS_RET_CODE result = BS_GetUserBioStation2( m_Handle, m_UserID,
&userHdr, m TemplateData );
    . . .
    result = BS_EnrollUserBioStation2( m_Handle, &userHdr, m_TemplateData );
}
else if( m_DeviceType == BS_DEVICE_FSTATION )
{
    FSUserHdr userHdr;
    . . .
    BS RET CODE result = BS GetUserFStation( m Handle, m UserID, &userHdr,
faceTemplate );
    . . .
    result = BS_EnrollUserFStation( m_Handle, &userHdr, m_FaceTemplate FST
);
}
```

```
BioStar 2.x SDK
```

API

```
BS2UserBlob userBlob =
(BS2UserBlob)Utils.AllocateStructure(typeof(BS2UserBlob));
...
```

int result = (BS2ErrorCode)API.BS2_EnrolUser(Program.sdkContext, deviceHandle.info.id, ref userBlob); . . .

BioStar 1.x SDK (

int handle = ;

) API

()

uint deviceID = ; int deviceType = ; result = BS_OpenSocket("192.168.0.5", 1471, &handle); result = BS GetDeviceID(handle, &deviceID, &deviceType);

BioStar 2.x SDK 가 ID () 가 BioStar 2.x SDK const char* deviceAddress = "192.168.1.2"; uint16 t devicePort = 51211; uint32 t deviceId = ; BS2SimpleDeviceInfo deviceInfo;

int result = BS2_ConnectDeviceViaIP(context, deviceAddress, devicePort, &deviceId); int result = BS2 GetDeviceInfo(context, deviceId, &deviceInfo);



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3	UI/	가	가 가	UI	

Visual Studio

C/C++ Under construction

C#

- 1. SDK
- 2.

DLL

copy "\$(ProjectDir)lib\\$(PlatformTarget)\BS_SDK_V2.dll" "\$(TargetDir)"

. Se	ОК	:	SFApi.cs, SFEnum.c	s, SFStruct.cs	5 .	
	BSDemo - Microsoft Visual Studio (A E <u>E</u> DIT <u>V</u> IEW <u>P</u> ROJECT <u>B</u> UIL ● - ○ 12 - 12 - 12 - 12 - 12 - 12 - 12 - 12	Administrator) LD <u>D</u> EBUG TEA <u>M T</u> O C ^a - ► Start - C - Re	DLS TE <u>S</u> T A <u>N</u> ALYZE <u>W</u> INDOW <u>H</u> ELP lease = x86 = ₈ = -		↓ ♥ Quick Launch (Ctrl+Q) 🔎 🗕 🗆 🗙 Sign in 🎴
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1)			
SDK 2)	API		
API 3) 4)		, C/C++	
C/C++	import		

5)

SDK 가

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