

User Management API

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# User Management API

API	
• <a href="#">BS2_GetUserList</a> :	ID 가 .
• <a href="#">BS2_RemoveUser</a> :	.
• <a href="#">BS2_RemoveAllUser</a> :	.
• <a href="#">BS2_GetUserInfos</a> :	ID 가 .
• <a href="#">BS2_GetUserInfosEx</a> :	ID 가 . ([+ 2.4.0] Job code, User phrase )
• <a href="#">BS2_EnrollUser</a> :	.
• <a href="#">BS2_EnrollUserEx</a> :	.([+ 2.4.0] Job code, User phrase )
• <a href="#">BS2_EnrollUser</a> : [+ 2.6.3]	.
• <a href="#">BS2_EnrollUserEx</a> : [+ 2.6.3]	.(Job code, User phrase )
• <a href="#">BS2_GetUserDatas</a> :	가 .
• <a href="#">BS2_GetUserDatasEx</a> :	가 .([+ 2.5.0] Job code, User phrase )
• <a href="#">BS2_GetSupportedUserMask</a> :	가 .
• <a href="#">BS2_EnrollUserSmall</a> : [+ 2.6.3]	, .
• <a href="#">BS2_EnrollUserSmallEx</a> : [+ 2.6.3]	, .
• <a href="#">BS2_GetUserSmallInfos</a> : [+ 2.6.3]	, ID .
• <a href="#">BS2_GetUserSmallInfosEx</a> : [+ 2.6.3]	, ID .
• <a href="#">BS2_GetUserSmallDatas</a> : [+ 2.6.3]	, .
• <a href="#">BS2_GetUserSmallDatasEx</a> : [+ 2.6.3]	, .
• <a href="#">BS2_EnrollUserFaceEx</a> : FaceStation F2	. [+ 2.7.1]
• <a href="#">BS2_GetUserInfosFaceEx</a> : FaceStation F2	ID 가 . [+ 2.7.1]
• <a href="#">BS2_GetUserDatasFaceEx</a> : FaceStation F2	가 . [+ 2.7.1]

## 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	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. <i>pin</i>			
PIN	<i>BS_MakePinCode</i>		.
6. <i>cardObjs</i>			
		<b>user.numCards</b>	.
Smartcard API			
7. <i>fingerObjs</i>			
		<b>user.numFingers</b>	.
Fingerprint API			
8. <i>faceObjs</i>			
		<b>user.numFaces</b>	.
Face API			
9. <i>accessGroupId</i>			
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. <i>user</i>			
2. <i>setting</i>			
3. <i>name</i>		UTF-8	.
4. <i>photo</i>		Jpeg	.
5. <i>pin</i>			
PIN	<i>BS_MakePinCode</i>		.
6. <i>cardObjs</i>			



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* 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* faceExObj; // F2
} BS2UserFaceExBlob;
```

1. user

2. setting

3. name

UTF-8

4. photo

	Jpeg		
5. <i>pin</i>			
PIN	BS_MakePinCode		
6. <i>cardObjs</i>			
		user.numCards	
Smartcard API			
7. <i>fingerObjs</i>			
		user.numFingers	
Fingerprint API			
8. <i>faceObjs</i>			
FaceStation2, FaceLite			user.numFaces
	Face API		
9. <i>job</i>			
10. <i>phrase</i>			
UI		(FS2 FW 1.0.0	가 )
11. <i>accessGroupId</i>			
가		16	
12. <i>settingEx</i>			
FaceStation F2			
가			
13. <i>faceExObjs</i>			
FaceStation F2			user.numFaces
	Face API		

From:

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