

User Management API 1

..... 1

BS2User 1

BS2UserSetting 3

BS2UserPhoto 5

BS2UserBlob 5

BS2Job 6

BS2UserBlobEx 6

BS2UserSmallBlob 8

BS2UserSmallBlobEx 8

BS2UserSettingEx 10

BS2UserFaceExBlob 12

BS2UserStatistic 13

User Management API

API		
• BS2_GetUserList :	ID	가
• BS2_RemoveUser :		
• BS2_RemoveAllUser :		
• BS2_GetUserInfos :	ID	가
• BS2_GetUserInfosEx : [+ 2.4.0]	ID	가 (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 :		가
• BS2_GetUserDatasEx : [+ 2.5.0]		가 (Job code, User phrase)
• BS2_GetSupportedUserMask :		가
• BS2_EnrollUserSmall : [+ 2.6.3]		,
• BS2_EnrollUserSmallEx : [+ 2.6.3]		,
• BS2_GetUserSmallInfos : [+ 2.6.3]		ID
가		
• BS2_GetUserSmallInfosEx : [+ 2.6.3]		ID
가		
• BS2_GetUserSmallDatas : [+ 2.6.3]		,
가		
• BS2_GetUserSmallDatasEx : [+ 2.6.3]		,
가		
• BS2_EnrollUserFaceEx : [+ 2.7.1] FSF2, BS3		
• BS2_GetUserInfosFaceEx : [+ 2.7.1] FSF2, BS3	ID	가
• BS2_GetUserDatasFaceEx : [+ 2.7.1] FSF2, BS3		가
• BS2_PartialUpdateUser : [+ 2.8.3]		
• BS2_PartialUpdateUserEx : [+ 2.8.3]		
• BS2_PartialUpdateUserSmall : [+ 2.8.3]		
• BS2_PartialUpdateUserSmallEx : [+ 2.8.3]		
• BS2_PartialUpdateUserFaceEx : [+ 2.8.3] FSF2, BS3		
• BS2_GetUserStatistic : [+ 2.8.3]	가	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 infoMask;
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. *infoMask*
 [+ 2.8.3] 가 가 , infoMask ,
 가 .
 , Partial update ([BS2_PartialUpdateUser](#), [BS2_PartialUpdateUserEx](#),
[BS2_PartialUpdateUserSmall](#), [BS2_PartialUpdateUserSmallEx](#), [BS2_PartialUpdateUserFaceEx](#)) user
mask . ()

0x01	BS2_USER_INFO_MASK_PHRASE
0x02	BS2_USER_INFO_MASK_JOB_CODE
0x04	BS2_USER_INFO_MASK_NAME
0x08	BS2_USER_INFO_MASK_PHOTO
0x10	BS2_USER_INFO_MASK_PIN
0x20	BS2_USER_INFO_MASK_CARD
0x40	BS2_USER_INFO_MASK_FINGER
0x80	BS2_USER_INFO_MASK_FACE

, infoMask .

	BS2_USER_MASK	infoMask
	unmasking	unmasking
	masking	masking
	unmasking	masking

infoMask , partial update user mask , unmasking .

infoMask , partial update user mask , masking .

infoMask masking , partial update user mask unmasking .

Credential(/ /)
BS2User numCards, numFingers, numFaces가 0 , fingerObjs, cardObjs, faceObjs, faceExObjs credential 가 , 가 infoMask .
 / / 0 , infoMask mask credential .
 , infoMask 2 가 , infoMask
BS2_USER_INFO_MASK_FINGER masking , numFingers = 1, fingerObjs ,
 , 가가 1 , 2 . 1 가 , 3 .

Credential(/ /)
 / / credential 0 , infoMask masking , 가
credential .

Credential(/ /)
 / / credential 0 , infoMask unmasking ,
credential .

9. authGroupID ID.

10. faceChecksum .

BS2UserSetting

FaceStation F2, BioStation 3

FaceStation F2, BioStation 3

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
978307200 (2001-01-01 00:00:00) , 0
2. *endTime*
가
1924991999 (2030-12-31 23:59:59) , 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	IDPIN
10	IDPIN
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	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&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 |
| X-Station 2 | V1.0.0 |
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

가16

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
X-Station 2	V1.0.0

11. *accessGroupId*가 16

BS2UserSettingEx

FaceStation F2, BioStation 3

BS2UserSetting

```
typedef struct {
    uint8_t faceAuthMode;
    uint8_t fingerprintAuthMode;
    uint8_t cardAuthMode;
    uint8_t idAuthMode;
    uint8_t reserved[28];
} BS2UserSettingEx;
```

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	
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
X-Station 2	V1.0.0

11. *accessGroupId*
가 16

12. *settingEx*
FaceStation F2
가

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

BS2UserStatistic

```
typedef struct {  
    uint32_t numUsers;  
    uint32_t numCards;  
    uint32_t numFingerprints;  
    uint32_t numFaces;  
    uint32_t numNames;  
    uint32_t numImages;  
    uint32_t numPhrases;  
} BS2UserStatistic;
```

1. *numUsers*

2. *numCards*

3. *numFingerprints*

4. *numFaces*

5. *numNames*

6. *numImages*

7. numPhrases

From:

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

Permanent link:

https://kb.supremainc.com/bs2sdk./doku.php?id=ko:user_management_api&rev=1675383447

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