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# Face API

This API allows to scan/verify the face template.

- [BS2\\_ScanFace](#): Scans the face from a device and extracts template and image data.
- [BS2\\_GetAuthGroup](#): Retrieves selected authentication groups.
- [BS2\\_GetAllAuthGroup](#): Retrieves all authentication groups.
- [BS2\\_SetAuthGroup](#): Configures an authentication group.
- [BS2\\_RemoveAuthGroup](#): Removes selected authentication groups.
- [BS2\\_RemoveAllAuthGroup](#): Remove all authentication groups.

## Structure

### BS2Face

```
typedef struct {
    uint8_t faceIndex;
    uint8_t numOfTemplate;
    uint8_t flag;
    uint8_t reserved;

    uint16_t imageLen;
    uint8_t reserved2[2];

    uint8_t imageData[BS2_FACE_IMAGE_SIZE];
    uint8_t templateData[BS2_TEMPLATE_PER_FACE][BS2_FACE_TEMPLATE_LENGTH];
} BS2Face;
```

#### 1. *faceIndex*

Index of face

#### 2. *numOfTemplate*

Number of face templates.

#### 3. *flag*

Not used.

#### 4. *reserved*

Reserved space.

#### 5. *imageLen*

Size of the face image.

#### 6. *reserved2*

Reserve space.

#### 4. *imageData*

Face image data.

#### 5. *data*

Face template data.

## BS2AuthGroup

```
typedef struct {
    BS2_AUTH_GROUP_ID    id;
    char                 name[BS2_MAX_AUTH_GROUP_NAME_LEN];
    uint8_t              reserved[32];
} BS2AuthGroup;
```

#### 1. *id*

Group ID for group matching.

#### 2. *name*

Name of the matching group that will be displayed on BioStar 2

#### 3. *reserved*

Reserved space.

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

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