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# Face API

This API allows to scan/verify the face template.

- [BS2\\_ScanFace](#): FaceStation2 FaceLite 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.

# FaceEx API

- [BS2\\_ScanFaceEx](#): FaceStation F2 Scans the face from a device and extracts template and image data. [+ 2.7.1]
- [BS2\\_ExtractTemplateFaceEx](#): FaceStation F2 Extracts template data by the face image. [+ 2.7.1]

## 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*  
Number of glass matching templates that is valid with FS2 FW v1.4.0 and FL FW v1.2.0 or higher.

#### 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.

## BS2TemplateEx

```
typedef struct {
    uint8_t               data[552];
    uint8_t               isIR;
    uint8_t               reserved[3];
} BS2TemplateEx;
```

### FaceStation F2

#### 1. *data*

IR or visual image template data

#### 2. *isIR*

True when it comes to an IR image, false when it comes to a visual image

### 3. reserved

Reserved

## BS2FaceEx

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

    uint32_t     imageLen;
    union {
        struct {
            uint16_t irImageLen;
            uint8_t  unused[6];          ///< 6 bytes (packing)
            uint8_t  imageData[BS2_MAX_WARPED_IMAGE_LENGTH];    ///<
40 * 1024 bytes
            uint8_t  irImageData[BS2_MAX_WARPED_IR_IMAGE_LENGTH];    ///<
30 * 1024 bytes
            BS2TemplateEx templateEx[BS2_MAX_TEMPLATES_PER_FACE_EX];    ///<
20 * 556 bytes
        };
        uint8_t     *rawImageData;
    };
} BS2FaceEx;
```

### FaceStation F2

#### 1. faceIndex

Index of face

#### 2. numOfTemplate

The number of template including Visual, IR

#### 3. flag

Flag whether the image is a WARPed image.

WARP is a kind of generalization that extracts the face among the physical image which contains different body parts.

When flag is set to 1, the device refers to 5 pieces of information defined by the struct in the union.

When flag is set to 0, the device refers to rawImageData in the union.

If the user wants to register a face with a random image that is not WARPed, please set the flag as BS2\_FACE\_EX\_FLAG\_NONE(0), set as image data in the address space of rawImageData, and set the size of image data as imageLen.

When this happens, the device will automatically go through the WARP process with rawImageData and fill in the information in the struct.

Please note that rawImageData and struct are tied in an union.

Value	Description
BS2_FACE_EX_FLAG_NONE	0x00
BS2_FACE_EX_FLAG_WARPED	0x01
BS2_FACE_EX_FLAG_ALL	0xFF

4. *reserved*

Reserved

5. *imageLen*

The size of image data

6. *irlImageLen*

The size of IR image data

7. *unused*

Unused space. (for packing)

8. *imageData*

WARPEd facial image data. This is made by rawImageData automatically.

9. *irlImageData*

IR image data. IR image might not exist in the WARP process.

It is generated automatically when trying authentication.

10. *templateEx*

Template data of Visual or IR image

11. *rawImageData*

Non-WARPEd image data (JPG image only, Minimum size is 250 \* 250)

From:

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

Permanent link:

[https://kb.supremainc.com/bs2sdk/doku.php?id=en:face\\_api&rev=1615256507](https://kb.supremainc.com/bs2sdk/doku.php?id=en:face_api&rev=1615256507)

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