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Server API

API that can enable server matching or controls the device from the BioStar application.

> **Warning**
>
> Due to the issues with the management of UFMatcher.dll which was provided by a separate independent Corporation, Runnable examples will not be available anymore.
> Please reference the prior examples at the code level only.
>
> Other technical supports including libraries for server matching can be provided by SupremaID sales team.
> SupremaID : sales_id@supremainc.com</wrap>
> 슈프리마ID : sales_id@supremainc.com

</callout> * BS2_SetServerMatchingHandler: Registers the server matching handler. * BS2_VerifyUser: Transfers user information mapped to the card or user ID authentication results to the device. * BS2_IdentifyUser: Transfers user information mapped to the fingerprint authentication results to the device. * BS2_VerifyUserEx: [+ 2.4.0] Transfers user information mapped to the card or user ID authentication results to the device. * BS2_IdentifyUserEx: [+ 2.4.0] Transfers user information mapped to the fingerprint authentication results to the device. * BS2_VerifyUserSmall: [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device. * BS2_IdentifyUserSmall: [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device. * BS2_VerifyUserSmallEx: [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device. * BS2_IdentifyUserSmallEx: [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device. * BS2_VerifyUserFaceEx: [+ 2.7.2] Transfers user information mapped to the card or user ID authentication results to the device. * BS2_SetUserPhraseHandler: [+ 2.7.0] Registers the server user phrase handler. * BS2_ResponseUserPhrase: [+ 2.7.0] Transfers the user phrase to the device. ===== Callback Function ====== <code cpp> typedef void (*OnVerifyUser)(uint32_t deviceId, uint16_t seq, uint8_t isCard, uint8_t cardType, const uint8_t* data, uint32_t dataLen); typedef void (*OnIdentifyUser)(uint32_t deviceId, uint16_t seq, uint8_t format, const uint8_t* templateData, uint32_t templateSize); </code> 1. *OnVerifyUser* Callback function that is called when the BioStar application needs to distinguish whether the card or user ID matches.

2. *OnIdentifyUser*
Callback function that is called when the BioStar application needs to distinguish whether the fingerprint matches.

==== OnUserPhrase ==== Callback function asking for user phrase to the server. <code cpp> typedef void (*OnUserPhrase)(uint32_t deviceId, uint16_t seq, const char* userID); </code>
1. *deviceId*
Device ID

2. *seq*
Packet sequence

3. *userID*
User ID

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