

Face API 1

FaceEx API 1

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BS2Face 1

BS2AuthGroup 2

BS2TemplateEx 2

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Face API

API

- [BS2_ScanFace](#): IR Face
- [BS2_GetAuthGroup](#): 가
- [BS2_GetAllAuthGroup](#): 가
- [BS2_SetAuthGroup](#): .
- [BS2_RemoveAuthGroup](#): .
- [BS2_RemoveAllAuthGroup](#): .

FaceEx API

- [BS2_ScanFaceEx](#): Visual Face . [+ 2.7.1]
- [BS2_ExtractTemplateFaceEx](#): Visual Face 가 template . [+ 2.7.1]
- [BS2_GetNormalizedImageFaceEx](#): Visual Face WARP (가) , WARP . [+ 2.8]

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*

2. *numOfTemplate*

3. *flag*

FaceStation2 V1.4.0, FaceLite V1.2.0

flag

0

4. *reserved*5. *imageLen*6. *reserved2*4. *imageData*5. *data*

BS2AuthGroup

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

1. *id*2. *name*
BioStar3. *reserved*

BS2TemplateEx

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

Visual Face

1. *data*
IR visual2. *isIR*
IR true, visual false

3. 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;

        BS2TemplateEx *onlyTemplateEx;
    };
} BS2FaceEx;
```

Visual Face

1. faceIndex

2. numOfTemplate

Visual, IR

3. flag

가 WARP
WARP , , ,

flag가 1 , union struct 5

flag가 0 , union rawImageData
가 WARP 가 ,

flag BS2_FACE_EX_FLAG_NONE(0) , rawImageData
imageLen ,

rawImageData 가 WARP struct

rawImageData struct가 union

[+ 2.9.6]

BS2_FACE_EX_FLAG_TEMPLATE_ONLY(0x20)

가

가

numOfTemplate

onlyTemplateEx

가

, BS2FaceConfig unableToSaveImageOfVisualFace 1(true)

BS2_FACE_EX_FLAG_NONE	0x00
BS2_FACE_EX_FLAG_WARPED	0x01
BS2_FACE_EX_FLAG_TEMPLATE_ONLY	0x20
BS2_FACE_EX_FLAG_ALL	0xFF

4. reserved

5. imageLen

6. irlImageLen

IR

7. unused

(packing)

8. imageData

WARP

. rawData

		FW			rawImageData
FaceStation F2	V1	2.0.0	250 * 250	JPG	JPG
FaceStation F2	V2	2.0.0	112 * 112	PNG	JPG, PNG
BioStation 3	V1		112 * 112	PNG	JPG, PNG

9. irlImageData

IR

. WARP

IR

10. templateEx

Visual

IR

11. rawData

WARP

. imageData

WARP

가

4000

1920

가

, Warped Image

가

가

가

190%

12. onlyTemplateEx

[+ 2.9.6]

BS2TemplateEx

, numOfTemplate

flag가 BS2_FACE_EX_FLAG_TEMPLATE_ONLY

From:

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

Permanent link:

https://kb.supremainc.com/bs2sdk/doku.php?id=ko:face_api

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