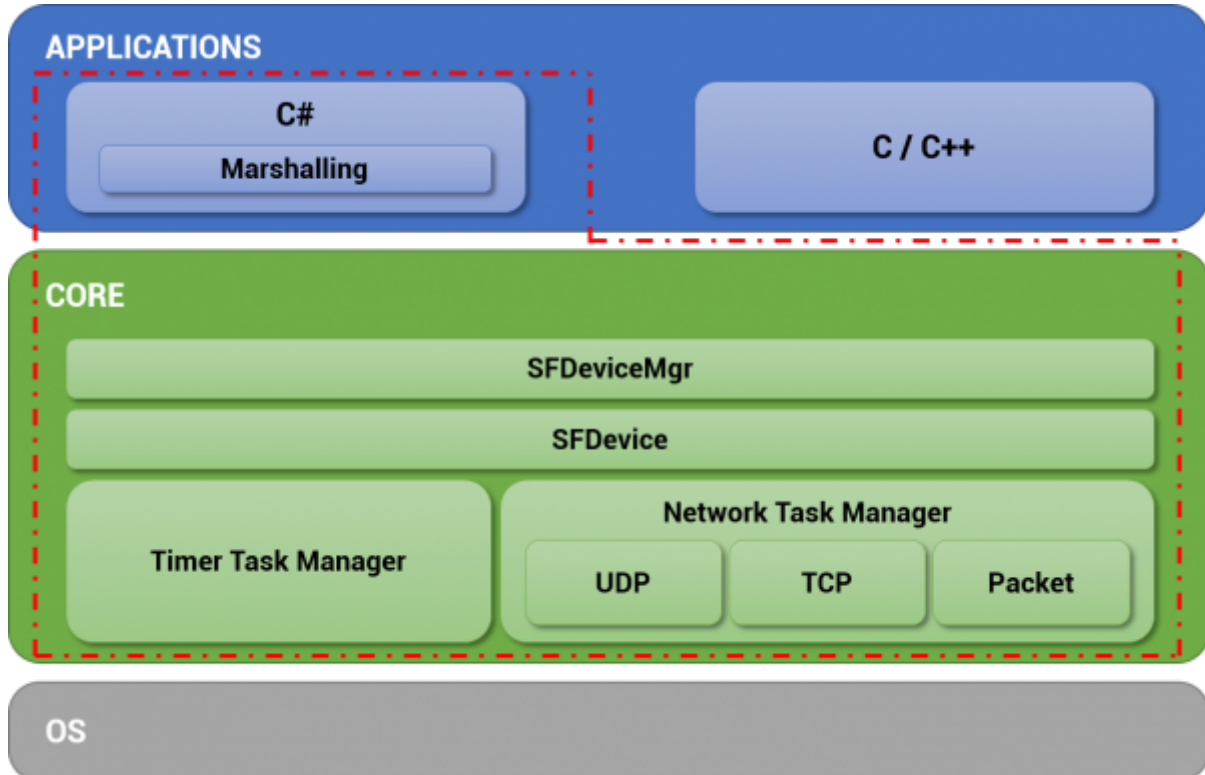
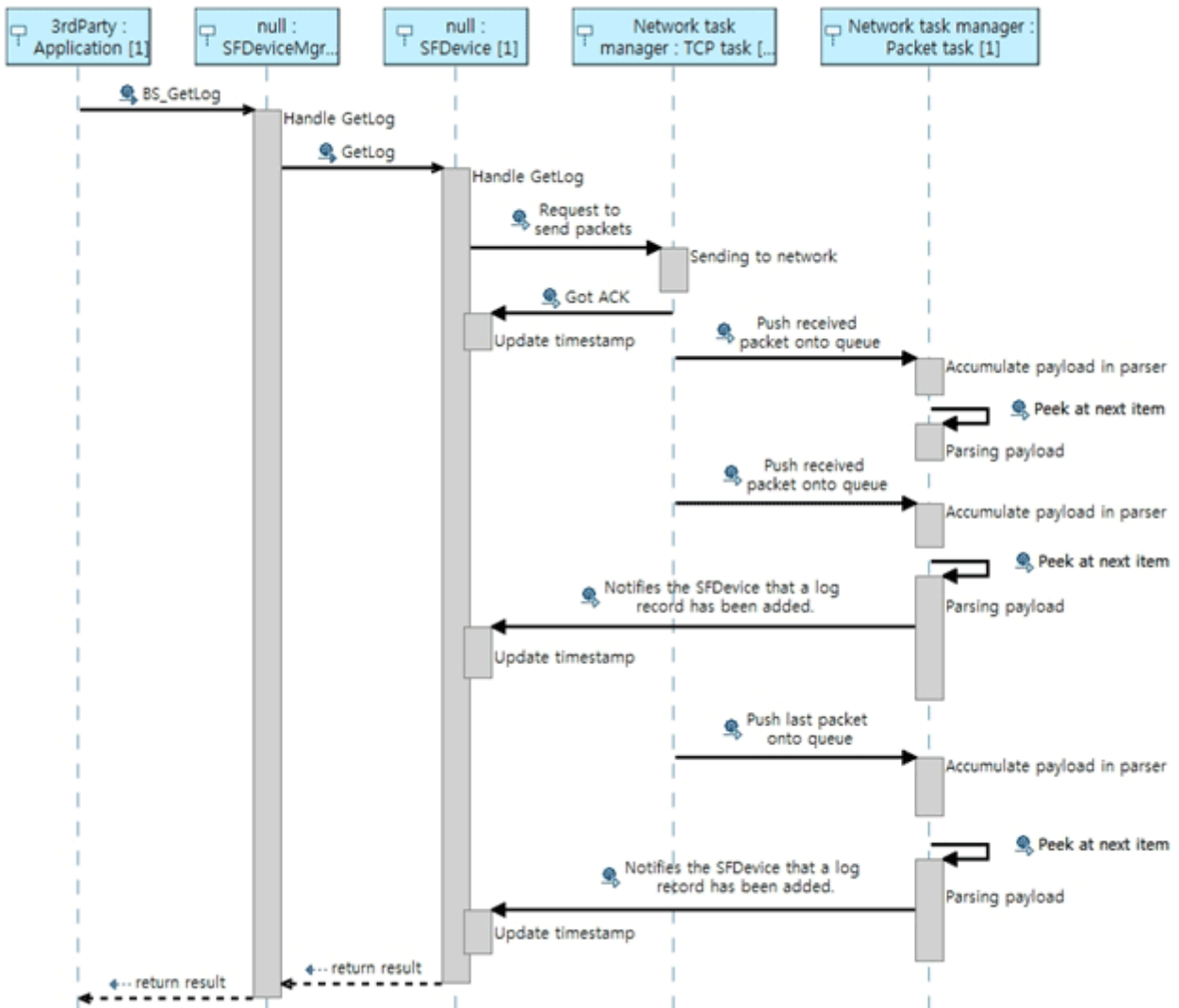

.....	1
.....	1
.....	1
.....	2
.....	3
BioStar 1.x SDK	3
- API	3
-	5
-	5
-	5
.....	7
Visual Studio	7

BioStar 2 Device SDK

SDK	Document ¹⁾				
	Include ²⁾				
	Lib	linux	lib	x86	BS_SDK_V2.so
				x64	BS_SDK_V2.so
	Lib	window	lib	x86	BS_SDK_V2.lib ³⁾ BS_SDK_V2.dll
				x64	BS_SDK_V2.lib ⁴⁾ BS_SDK_V2.dll
Example ⁵⁾	C#				
	C++				





BioStar 2

BioStar 1.x SDK

API

BioStar 1.x SDK

API가

```
if( m_DeviceType == BS_DEVICE_BIOENTRY_PLUS ||
    m_DeviceType == BS_DEVICE_BIOENTRY_W ||
    m_DeviceType == BS_DEVICE_BIOLITE ||
    m_DeviceType == BS_DEVICE_XPASS ||
    m_DeviceType == BS_DEVICE_XPASS_SLIM ||
    m_DeviceType == BS_DEVICE_XPASS_SLIM2)
{
    BEUserHdr userHdr;
    // Retrieve a user from the device
    BS_RET_CODE result = BS_GetUserBEPlus( m_Handle, m_UserID, &userHdr,
m_TemplateData );
    ...

    // Transfer the user to the device
    result = BS_EnrollUserBEPlus( m_Handle, &userHdr, m_TemplateData );
    ...
}
else if( m_DeviceType == BS_DEVICE_BIOSTATION )
{
    BSUserHdrEx userHdr;

    BS_RET_CODE result = BS_GetUserEx( m_Handle, m_UserID, &userHdr,
m_TemplateData );
    ...

    result = BS_EnrollUserEx( m_Handle, &userHdr, m_TemplateData );
    ...
}
else if( m_DeviceType == BS_DEVICE_DSTATION )
{
    DSUserHdr userHdr;
```

```

...

    BS_RET_CODE result = BS_GetUserDStation( m_Handle, m_UserID, &userHdr,
m_TemplateData, m_FaceTemplate_DST );
    ...

    result = BS_EnrollUserDStation( m_Handle, &userHdr, m_TemplateData,
m_FaceTemplate_DST );
}
else if( m_DeviceType == BS_DEVICE_XSTATION )
{
    XSUserHdr userHdr;
    ...

    BS_RET_CODE result = BS_GetUserXStation( m_Handle, m_UserID, &userHdr);
    ...

    result = BS_EnrollUserXStation( m_Handle, &userHdr );
}
else if( m_DeviceType == BS_DEVICE_BIOSTATION2 )
{
    BS2UserHdr userHdr;
    ...

    BS_RET_CODE result = BS_GetUserBioStation2( m_Handle, m_UserID,
&userHdr, m_TemplateData );
    ...

    result = BS_EnrollUserBioStation2( m_Handle, &userHdr, m_TemplateData );
}
else if( m_DeviceType == BS_DEVICE_FSTATION )
{
    FSUserHdr userHdr;
    ...

    BS_RET_CODE result = BS_GetUserFStation( m_Handle, m_UserID, &userHdr,
faceTemplate );
    ...

    result = BS_EnrollUserFStation( m_Handle, &userHdr, m_FaceTemplate_FST
);
}

```

BioStar 2.x SDK

API

```

BS2UserBlob userBlob =
(BS2UserBlob)Utils.AllocateStructure(sizeof(BS2UserBlob));
...

```

```
int result = (BS2ErrorCode)API.BS2_EnrolUser(Program.sdkContext,
deviceHandle.info.id, ref userBlob);
...
```

BioStar 1.x SDK

() API

```
int handle = ;
uint deviceID = ;
int deviceType = ;

result = BS_OpenSocket( "192.168.0.5", 1471, &handle );
result = BS_GetDeviceID(handle, &deviceID, &deviceType);
```

BioStar 2.x SDK

() 가 ID
BioStar 2.x SDK 가

```
const char* deviceAddress = "192.168.1.2";
uint16_t devicePort = 51211;
uint32_t deviceId = ;
BS2SimpleDeviceInfo deviceInfo;

int result = BS2_ConnectDeviceViaIP(context, deviceAddress, devicePort,
&deviceId);
int result = BS2_GetDeviceInfo(context, deviceId, &deviceInfo);
```

BioStar 1.x SDK

API가 가

BioStar 2.x SDK

API

BioStar 1.x SDK

가 가 UI/ 가

BioStar 2.x SDK

가 가

UI/ 가

가 UI

UI/

가 가

.

Visual Studio

C/C++

Under construction

C#

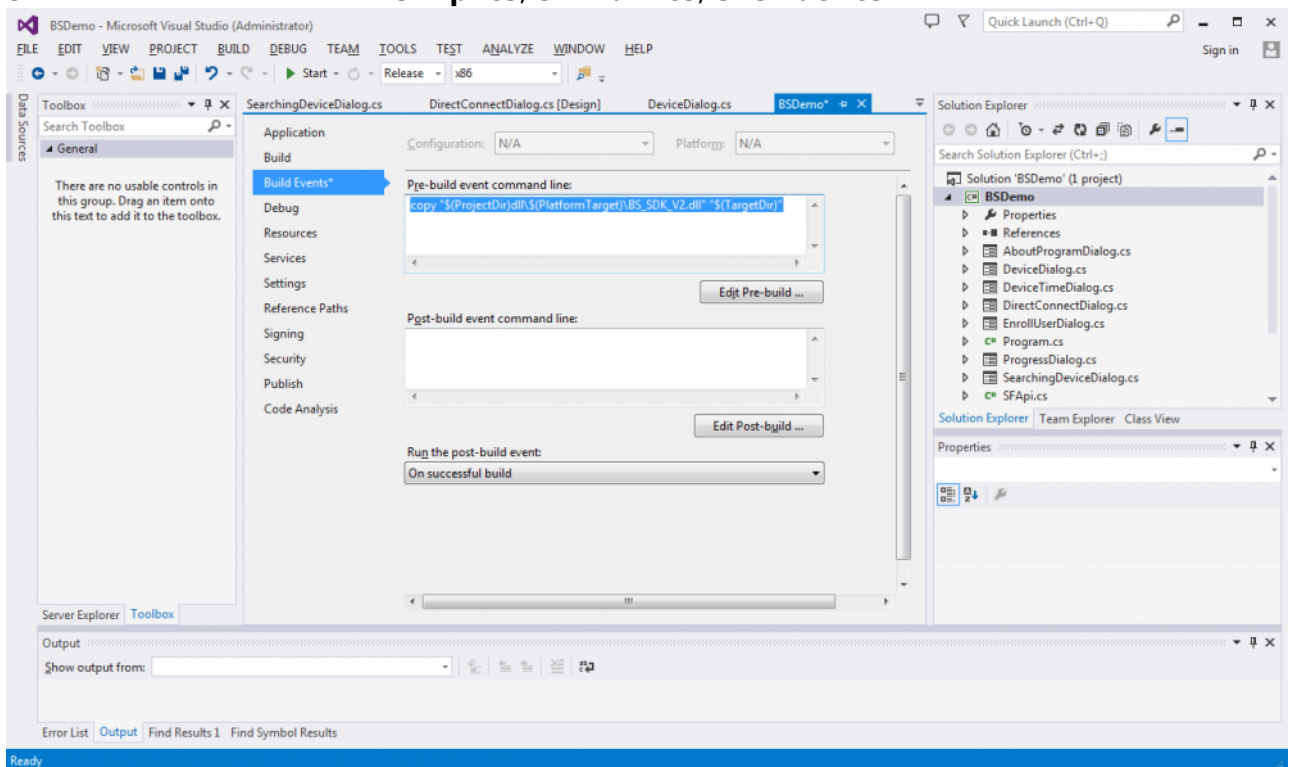
1. SDK
- 2.

DLL

```
copy "$(ProjectDir)lib\$(PlatformTarget)\BS_SDK_V2.dll" "$(TargetDir)"
```

3. SDK

SFApi.cs, SFEnum.cs, SFStruct.cs



- 1) SDK
- 2)

API

API

, C/C++

- 3) ,
- 4)

C/C++

import

5)

SDK 가 .

From:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:getting_started&rev=1522913076Last update: **2018/04/05 16:24**