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Face API

API

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

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*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

BioStar

3. reserved

BS2TemplateEx

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

FaceStation F2

1. data

IR visual

2. 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;
};
} BS2FaceEx;
```

FaceStation F2

1. *faceIndex*

2. *numOfTemplate*

Visual, IR

3. *flag*

가 WARP

WARP ,

flag가 1

flag가 0

가 WARP

```
flag BS2 FACE EX FLAG NONE(0)
```

imageLen

rawImageData

가

WARP

struct

rawImageData struct or union

BS2_FACE_EX_FLAG_NONE	0x00
BS2_FACE_EX_FLAG_WARPED	0x01
BS2_FACE_EX_FLAG_ALL	0xFF

4. *reserved*

5. *imageLen*

6. *irlImageLen*

IR

7. *unused*

. (packing)

8. *imageData*

WARP

. *rawImageData*

.

9. *irlImageData*

IR

. WARP

IR

.

10. *templateEx*

Visual

IR

.

11. *rawImageData*

WARP

.

From:

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

Permanent link:

https://kb.supremainc.com/bs2sdk/doku.php?id=ko:face_api&rev=1597910429

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