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Face API

	API	.
• BS2_ScanFace : FaceStation2 FaceLite		
• BS2_GetAuthGroup :	가	.
• BS2_GetAllAuthGroup :	가	. *
• BS2_SetAuthGroup :		.
• BS2_RemoveAuthGroup :		.
• BS2_RemoveAllAuthGroup :		.

FaceEx API

• BS2_ScanFaceEx : FaceStation F2		.
[+ 2.7.1]		
• BS2_ExtractTemplateFaceEx : FaceStation F2	가	template
[+ 2.7.1]		

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*
- FS2 FW 1.4.0, FL FW 1.2.0
- 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*

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 , 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

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

. (JPG

3

250 * 250)

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

Permanent link:

https://kb.supremainc.com/bs2sdk./doku.php?id=ko:face_api&rev=1619072524

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