

Face API	1
FaceEx API	1
.....	1
BS2Face	1
BS2AuthGroup	2
BS2TemplateEx	2
BS2FaceEx	3

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*

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
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

struct

union

가

```
, rawData
```

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)

From:

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

Permanent link:

https://kb.supremainc.com/bs2sdk./doku.php?id=ko:face_api&rev=1619072563

Last update: **2021/04/22 15:22**