

User Management API

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BS2User

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BS2UserSetting

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BS2UserPhoto

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BS2UserBlob

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BS2UserSmallBlob

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BS2UserSmallBlobEx

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# User Management API

API		
• <a href="#">BS2_GetUserList</a> :	ID	가
• <a href="#">BS2_RemoveUser</a> :		
• <a href="#">BS2_RemoveAllUser</a> :		
• <a href="#">BS2_GetUserInfos</a> :	ID	가
• <a href="#">BS2_GetUserInfosEx</a> :	ID	가 ([+ 2.4.0] Job code, User phrase )
• <a href="#">BS2_EnrollUser</a> :		
• <a href="#">BS2_EnrollUserEx</a> :		.[(+ 2.4.0] Job code, User phrase )
• <a href="#">BS2_EnrollUser</a> : [+ 2.6.3]		
• <a href="#">BS2_EnrollUserEx</a> : [+ 2.6.3]		.(Job code, User phrase )
• <a href="#">BS2_GetUserDatas</a> :		가
• <a href="#">BS2_GetUserDatasEx</a> :		가 .([+ 2.5.0] Job code, User phrase )
• <a href="#">BS2_GetSupportedUserMask</a> :		가
• <a href="#">BS2_EnrollUserSmall</a> : [+ 2.6.3]		,
• <a href="#">BS2_EnrollUserSmallEx</a> : [+ 2.6.3]		,
• <a href="#">BS2_GetUserSmallInfos</a> : [+ 2.6.3]		,
가		ID
• <a href="#">BS2_GetUserSmallInfosEx</a> : [+ 2.6.3]		,
가		ID
• <a href="#">BS2_GetUserSmallDatas</a> : [+ 2.6.3]		,
가		,
• <a href="#">BS2_GetUserSmallDatasEx</a> : [+ 2.6.3]		,
가		,

## BS2User

```
typedef struct {
    char userID[BS2_USER_ID_SIZE];
    uint8_t formatVersion;
    uint8_t flag;
    uint16_t version;
    uint8_t numCards;
    uint8_t numFingers;
    uint8_t numFaces;
    uint8_t reserved2[1];
    uint32_t authGroupID;
    uint32_t faceChecksum;
} BS2User;
```

1. *userID*  
 , 1 ~ 4294967295 가 .

2. *formatVersion*

3. *flag*

flag OR 가

0x00	None
0x01	가
0x02	가
0x04	가
0x80	가

4. *version*

5. *numCards*

6. *numFingers*

7. *numFaces*

8. *authGroupID*

ID.

9. *faceChecksum*

BS2UserSetting

```
typedef struct {
    uint32_t startTime;
    uint32_t endTime;
    uint8_t fingerAuthMode;
    uint8_t cardAuthMode;
    uint8_t idAuthMode;
    uint8_t securityLevel;
} BS2UserSetting;
```

1. *startTime*

가 0

2. *endTime*

가 0

3. *fingerAuthMode*

0	
1	PIN
254	
255	( )

4. cardAuthMode

2	
3	
4	PIN
5	PIN
6	, , PIN
254	
255	( )

5. idAuthMode

ID

7	ID
8	ID PIN
9	ID PIN
10	ID PIN
254	
255	( )

6. securityLevel

0	
1	
2	
3	
4	
5	

BS2UserPhoto

```
typedef struct {
    uint32_t size;
    uint8_t data[BS2_USER_PHOTO_SIZE];
} BS2UserPhoto;
```

1. *size*

2. *data*

, 16kb

BS2UserBlob

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserBlob;
```

1. *user*

2. *setting*

3. *name*

UTF-8

4. *photo*

Jpeg

5. *pin*

PIN *BS\_MakePinCode*

6. *cardObjs*

**user.numCards**

[Smartcard API](#)

7. *fingerObjs*

**user.numFingers**

[Fingerprint API](#)

8. *faceObjs*

**user.numFaces**

[Face API](#)

9. *accessGroupId*

가 16

## BS2Job

```
typedef struct {
    uint8_t numJobs;
    uint8_t reserved[3];

    struct {
        BS2_JOB_CODE code;
        BS2_JOB_LABEL label;
    } jobs[BS2_MAX_JOB_SIZE];
} BS2Job;
```

1. *numJobs*

Job .

2. *reserved*

.

3. *jobs*

T&A Job .

## BS2UserBlobEx

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    BS2Job job;
    BS2_USER_PHRASE phrase;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserBlobEx;
```

1. *user*

.

2. *setting*

.

3. *name*

UTF-8 .

4. *photo*

Jpeg .

5. *pin*

PIN	BS_MakePinCode	.
6. cardObjs	user.numCards	.
Smartcard API		
7. fingerObjs	user.numFingers	.
Fingerprint API		
8. faceObjs	user.numFaces	.
Face API		
9. job		
10. phrase		
UI	(FS2 FW 1.0.0	가 )
11. accessGroupId	16	.
가		

BS2UserSmallBlob

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto* photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserSmallBlob;
```

1. user	.
2. setting	.
3. name	UTF-8
4. photo	Jpeg
5. pin	
PIN	BS_MakePinCode

6. <i>cardObjs</i>	<b>user.numCards</b>	.
Smartcard API		
7. <i>fingerObjs</i>	<b>user.numFingers</b>	.
Fingerprint API		
8. <i>faceObjs</i>	<b>user.numFaces</b>	.
Face API		
9. <i>accessGroupId</i> 가	16	.

BS2UserSmallBlobEx

```
typedef struct {
    BS2User user;
    BS2UserSetting setting;
    uint8_t name[BS2_USER_NAME_SIZE];
    BS2UserPhoto* photo;
    uint8_t pin[BS2_PIN_HASH_SIZE];
    BS2CSNCard* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs;
    BS2Job job;
    BS2_USER_PHRASE phrase;
    uint32_t accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];
} BS2UserSmallBlobEx;
```

1. <i>user</i>		.
2. <i>setting</i>		.
3. <i>name</i>	UTF-8	.
4. <i>photo</i>	Jpeg	.
5. <i>pin</i> PIN	BS_MakePinCode	.
6. <i>cardObjs</i>	<b>user.numCards</b>	.
Smartcard API		



7. <i>fingerObjs</i>	<b>user.numFingers</b>	.
Fingerprint API		
8. <i>faceObjs</i>	<b>user.numFaces</b>	.
Face API		
9. <i>job</i>		
10. <i>phrase</i>		
UI	(FS2 FW 1.0.0	가 )
11. <i>accessGroupId</i>		
가	16	.

From:

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

Permanent link:

[https://kb.supremainc.com/bs2sdk/doku.php?id=ko:user\\_management\\_api&rev=1581485717](https://kb.supremainc.com/bs2sdk/doku.php?id=ko:user_management_api&rev=1581485717)

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