

User Management API

1

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1

BS2User

1

BS2UserSetting

2

BS2UserPhoto

3

BS2UserBlob

4

BS2Job

5

BS2UserBlobEx

5

BS2UserSmallBlob

6

BS2UserSmallBlobEx

7

BS2UserSettingEx

8

BS2UserFaceExBlob

10

# User Management API

API .

- **BS2\_GetUserList:** ID 가 .
- **BS2\_RemoveUser:** .
- **BS2\_RemoveAllUser:** .
- **BS2\_GetUserInfos:** ID 가 .
- **BS2\_GetUserInfosEx:** ID 가 . ([+ 2.4.0] Job code, User phrase )
- **BS2\_EnrollUser:** .
- **BS2\_EnrollUserEx:** .([+ 2.4.0] Job code, User phrase )
- **BS2\_EnrollUser:** [+ 2.6.3] .
- **BS2\_EnrollUserEx:** [+ 2.6.3] .(Job code, User phrase )
- **BS2\_GetUserDatas:** 가 .
- **BS2\_GetUserDatasEx:** 가 .([+ 2.5.0] Job code, User phrase )
- **BS2\_GetSupportedUserMask:** 가 .
- **BS2\_EnrollUserSmall:** [+ 2.6.3] , .
- **BS2\_EnrollUserSmallEx:** [+ 2.6.3] , .
- **BS2\_GetUserSmallInfos:** [+ 2.6.3] , ID .
- **BS2\_GetUserSmallInfosEx:** [+ 2.6.3] , ID .
- **BS2\_GetUserSmallDatas:** [+ 2.6.3] , .
- **BS2\_GetUserSmallDatasEx:** [+ 2.6.3] , .

## 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*

가

16

## 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. *cardObjs***user.numCards**[Smartcard API](#)7. *fingerObjs***user.numFingers**[Fingerprint API](#)8. *faceObjs***user.numFaces**[Face API](#)9. *accessGroupId*

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. *user*2. *setting*3. *name*

UTF-8

4. *photo*

Jpeg

5. *pin*PIN *BS\_MakePinCode*6. *cardObjs***user.numCards**[Smartcard API](#)



7. *fingerObjs*

Fingerprint API

**user.numFingers**

8. *faceObjs*

Face API

**user.numFaces**

9. *job*

10. *phrase*

UI (FS2 FW 1.0.0 가 )

11. *accessGroupId*

가 16

BS2UserSettingEx

```
typedef struct {
    uint8_t faceAuthMode;
    uint8_t fingerprintAuthMode;
    uint8_t cardAuthMode;
    uint8_t idAuthMode;
    uint8_t reserved[28];
} BS2UserSettingEx;
```

FaceStation F2

1. *faceAuthMode*

	1	2	3	4
11				
12				
13		PIN		
14		PIN		
15			PIN	
254				
255	( )			

2. *fingerprintAuthMode*

	1	2	3	4
16				

	1	2	3	4
17				
18		PIN		
19		PIN		
20			PIN	
254				
255	) (			

### 3. cardAuthMode

	1	2	3
21			
22			
23			
24		PIN	
25			
26		PIN	
27		PIN	
28		PIN	
29			
30			PIN
31			
32			PIN
33			PIN
34			PIN
35			PIN
254			
255	) (		

### 4. idAuthMode

ID

	1	2	3
36	ID		
37	ID		
38	ID	PIN	
39	ID		
40	ID	PIN	
41	ID	PIN	
42	ID	PIN	

	1	2	3
43	ID		
44	ID		PIN
45	ID		
46	ID		PIN
47	ID		PIN
48	ID		PIN
49	ID		PIN
254			
255	(		
	)		

5. reserved

BS2UserFaceExBlob

```
typedef struct
{
    BS2User user;
    BS2UserSetting setting;
    BS2_USER_NAME user_name;
    BS2UserPhoto* user_photo_obj;
    BS2_USER_PIN pin;
    BS2CSNCard* cardObj;
    BS2Fingerprint* fingerObj;
    BS2Face* faceObj; // FS2, FL
    BS2Job job;
    BS2_USER_PHRASE phrase;
    BS2_ACCESS_GROUP_ID accessGroupId[BS2_MAX_NUM_OF_ACCESS_GROUP_PER_USER];

    BS2UserSettingEx settingEx; // F2
    BS2FaceEx* faceExObj; // F2
} BS2UserFaceExBlob;
```

1. user

2. setting

3. name  
UTF-8

4. photo  
Jpeg

5. *pin*PIN *BS\_MakePinCode*6. *cardObjs***user.numCards**

Smartcard API

7. *fingerObjs*

'FS2, FL'

**user.numFingers**

Fingerprint API

8. *faceObjs***user.numFaces**

Face API

9. *job*10. *phrase*

UI

. (FS2 FW 1.0.0

가 )

11. *accessGroupId*

가

16

12. *settingEx*

FaceStation F2

가

13. *faceExObjs*

FaceStation F2

**user.numFaces**

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