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# Server API

API that can enable server matching or controls the device from the BioStar application.

- [BS2\\_SetServerMatchingHandler](#): Configures the server matching handler.
- [BS2\\_VerifyUser](#): Transfers user information mapped to the card or user ID authentication results to the device.
- [BS2\\_IdentifyUser](#): Transfers user information mapped to the fingerprint authentication results to the device.
- [BS2\\_VerifyUserEx](#): Transfers user information mapped to the card or user ID authentication results to the device. (Applies only for v2.4 FW group)
- [BS2\\_IdentifyUserEx](#): Transfers user information mapped to the fingerprint authentication results to the device. (Applies only for v2.4 FW group)

## Callback Function

```
typedef void (*OnVerifyUser)(uint32_t deviceId, uint16_t seq, uint8_t isCard, uint8_t cardType, const uint8_t* data, uint32_t dataLen);
typedef void (*OnIdentifyUser)(uint32_t deviceId, uint16_t seq, uint8_t format, const uint8_t* templateData, uint32_t templateSize);
```

### 1. *OnVerifyUser*

Callback function that is called when the BioStar application needs to distinguish whether the card or user ID matches.

### 2. *OnIdentifyUser*

Callback function that is called when the BioStar application needs to distinguish whether the fingerprint matches.

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