

# Table of Contents

**Server API** ..... 1

# Server API

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

## Warning

Due to the issues with the management of UFMatcher.dll which was provided by a separate independent Corporation, Runnable examples will not be available anymore. Please reference the prior examples at the code level only.

Other technical supports including libraries for server matching can be provided by SupremaID sales team.

SupremaID : sales\_id@supremainc.com

슈프리마ID : sales\_id@supremainc.com

[BS2\\_SetServerMatchingHandler](#): Registers 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](#): [+ 2.4.0] Transfers user information mapped to the card or user ID authentication results to the device. \* [BS2\\_IdentifyUserEx](#): [+ 2.4.0] Transfers user information mapped to the fingerprint authentication results to the device. \* [BS2\\_VerifyUserSmall](#): [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device. \* [BS2\\_IdentifyUserSmall](#): [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device. \* [BS2\\_VerifyUserSmallEx](#): [+ 2.6.3] Transfers user information mapped to the card or user ID authentication results to the device. \* [BS2\\_IdentifyUserSmallEx](#): [+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device. \* [BS2\\_VerifyUserFaceEx](#): [+ 2.7.2] Transfers user information mapped to the card or user ID authentication results to the device. \* [BS2\\_SetUserPhraseHandler](#): [+ 2.7.0] Registers the server user phrase handler. \* [BS2\\_ResponseUserPhrase](#): [+ 2.7.0] Transfers the user phrase to the device. ===== Callback Function ===== <code cpp> 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); </code> 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.

===== [OnUserPhrase](#) ===== Callback function asking for user phrase to the server. <code cpp> typedef void (\*OnUserPhrase)(uint32\_t deviceId, uint16\_t seq, const char\* userID); </code>

### 1. [deviceId](#)

Device ID

2. seq

Packet sequence

3. userID

User ID

From:

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

Permanent link:

[https://kb.supremainc.com/kbtest/doku.php?id=en:server\\_api&rev=1628230139](https://kb.supremainc.com/kbtest/doku.php?id=en:server_api&rev=1628230139)

Last update: **2021/08/06 15:08**