목차

BS2_ScanFaceEx

[+ 2.7.1] Visual Face 기반 장치에서 얼굴을 스캔하고 이미지 및 템플릿 데이터를 추출합니다.

함수

```
#include "BS_API.h"

int BS2_ScanFaceEx(void* context, uint32_t deviceId, BS2FaceEx* faceEx,
uint8_t enrollmentThreshold, OnReadyToScan ptrReadyToScan);
```

> BS2FaceEx구조체 보기

파라미터

- [In] *context* : Context
- [In] *deviceId* : 장치 식별자
- [Out] *faceEx* : 얼굴 데이터를 저장할 포인터
- [In] *enrollmentThreshold* : 얼굴 등록시 요구되는 threshold 값.
  BS2FaceConfig::enrollThreshold 참조
- [Out] *ptrReadyToScan* : 얼굴 스캔 준비가 완료되었을 때 호출되는 콜백 함수

반환값

성공적으로 수행될 경우 BS_SDK_SUCCESS를 반환하고, 에러가 발생할 경우 상응하는 에러 코드를 반환합니다.

샘플코드

C++

```
int UserControl::scanFaceEx(BS2_DEVICE_ID id, BS2FaceEx* ptrFace, uint8_t&
numOfFace)
{
    if (!ptrFace)
        return BS_SDK_ERROR_INVALID_PARAM;

    const int MAX_RETRY = 2;
    int sdkResult = BS_SDK_SUCCESS;
```

```
    int retryCount = ;

    while (retryCount < MAX_RETRY)
    {
        sdkResult = BS2_ScanFaceEx(context_, id, ptrFace,
BS2_FACE_ENROLL_THRESHOLD_DEFAULT, onReadyToScanFace);
        if (BS_SDK_SUCCESS != sdkResult)
        {
            TRACE("BS2_ScanFaceEx call failed: %d", sdkResult);
            retryCount++;
        }
        else
        {
            numOfFace++;
            break;
        }
    }

    return sdkResult;
}

BS2_ReleaseObject(uidObj);
```

C#

```
if (Util.IsYes())
{
    Console.WriteLine("How many faceEx would you like to register?");
    Console.Write(">> ");
    int numOfFace = Util.GetInput(1);
    if ( < numOfFace)
    {
        int structSize = Marshal.SizeOf(typeof(BS2FaceExWarped));
        BS2FaceExWarped[] faceEx =
Util.AllocateStructureArray<BS2FaceExWarped>(1);
        userBlob[].faceExObjs = Marshal.AllocHGlobal(structSize *
numOfFace);
        IntPtr curFaceExObjs = userBlob[].faceExObjs;
        cbFaceOnReadyToScan = new API.OnReadyToScan(ReadyToScanForFace);

        for (int index = ; index < numOfFace;)
        {
            sdkResult = (BS2ErrorCode)API.BS2_ScanFaceEx(sdkContext,
deviceID, faceEx, (byte)BS2FaceEnrollThreshold.THRESHOLD_DEFAULT,
cbFaceOnReadyToScan);
            if (BS2ErrorCode.BS_SDK_SUCCESS != sdkResult)
                Console.WriteLine("BS2_ScanFaceEx call failed: %d",
sdkResult);
            else
            {
                userBlob[].user.numFaces++;
```

```
                index++;
                faceEx[].faceIndex = (byte)index;
                Marshal.StructureToPtr(faceEx[], curFaceExObjs, false);
                curFaceExObjs += structSize;

                Thread.Sleep(100);
            }
        }

        cbFaceOnReadyToScan = null;
    }
}
```