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# Face API

API

- [BS2\\_ScanFace](#): FaceStation2 FaceLite
- [BS2\\_GetAuthGroup](#): 가
- [BS2\\_GetAllAuthGroup](#): 가
- [BS2\\_SetAuthGroup](#):
- [BS2\\_RemoveAuthGroup](#):
- [BS2\\_RemoveAllAuthGroup](#):

## FaceEx API

- [BS2\\_ScanFaceEx](#): FaceStation F2 BioStation 3 . [+ 2.7.1]
- [BS2\\_ExtractTemplateFaceEx](#): FaceStation F2 BioStation 3 가 template . [+ 2.7.1]
- [BS2\\_GetNormalizedImageFaceEx](#): FaceStation F2 BioStation 3 WARP (가 ) , WARP . [+ 2.8]

## BS2Face

```
typedef struct {
    uint8_t faceIndex;
    uint8_t numOfTemplate;
    uint8_t flag;
    uint8_t reserved;

    uint16_t imageLen;
    uint8_t reserved2[2];

    uint8_t imageData[BS2_FACE_IMAGE_SIZE];
    uint8_t templateData[BS2_TEMPLATE_PER_FACE][BS2_FACE_TEMPLATE_LENGTH];
} BS2Face;
```

1. *faceIndex*

2. *numOfTemplate*

3. *flag*

FaceStation2 V1.4.0, FaceLite V1.2.0

flag

0

4. *reserved*5. *imageLen*6. *reserved2*4. *imageData*5. *data*

## BS2AuthGroup

```
typedef struct {
    BS2_AUTH_GROUP_ID    id;
    char                 name[BS2_MAX_AUTH_GROUP_NAME_LEN];
    uint8_t              reserved[32];
} BS2AuthGroup;
```

1. *id*2. *name*  
BioStar3. *reserved*

## BS2TemplateEx

```
typedef struct {
    uint8_t              data[552];
    uint8_t              isIR;
    uint8_t              reserved[3];
} BS2TemplateEx;
```

FaceStation F2 BioStation 3

1. *data*  
IR visual2. *isIR*  
IR true, visual false

### 3. reserved

## BS2FaceEx

```

typedef struct {
    uint8_t    faceIndex;
    uint8_t    numOfTemplate;
    uint8_t    flag;
    uint8_t    reserved;

    uint32_t    imageLen;
    union {
        struct {
            uint16_t irImageLen;
            uint8_t  unused[6];           ///< 6 bytes (packing)
            uint8_t  imageData[BS2_MAX_WARPED_IMAGE_LENGTH];  ///<
40 * 1024 bytes
            uint8_t  irImageData[BS2_MAX_WARPED_IR_IMAGE_LENGTH];  ///<
30 * 1024 bytes
            BS2TemplateEx templateEx[BS2_MAX_TEMPLATES_PER_FACE_EX];  ///<
20 * 556 bytes
        };

        uint8_t    *rawImageData;
    };
} BS2FaceEx;

```

### FaceStation F2 BioStation 3

#### 1. faceIndex

#### 2. numOfTemplate

Visual, IR

#### 3. flag

가 WARP  
WARP , , , ,

flag가 1 , union struct 5

flag가 0 , union rawImageData  
가 WARP 가

flag BS2\_FACE\_EX\_FLAG\_NONE(0) , rawImageData ,

imageLen  
rawImageData 가 WARP struct

rawImageData struct가 union

BS2_FACE_EX_FLAG_NONE	0x00
BS2_FACE_EX_FLAG_WARPED	0x01
BS2_FACE_EX_FLAG_ALL	0xFF

4. reserved

5. imageLen

6. irImageLen  
IR

7. unused  
(packing )

8. imageData  
WARP . rawData

		FW			rawImageData
FaceStation F2	V1	2.0.0	250 * 250	JPG	JPG
FaceStation F2	V2	2.0.0	112 * 112	PNG	JPG, PNG
BioStation 3	V1		112 * 112	PNG	JPG, PNG

9. irImageData  
IR . WARP IR

10. templateEx  
Visual IR

11. rawData  
WARP . imageData

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