

User Management API 1

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User Management API

API

- [BS2_GetUserList](#): ID 가
- [BS2_RemoveUser](#):
- [BS2_RemoveAllUser](#):
- [BS2_GetUserInfos](#): ID 가
- [BS2_GetUserInfosEx](#): [+ 2.4.0] ID 가 . (Job code, User phrase)
- [BS2_EnrollUser](#):
- [BS2_EnrollUserEx](#): [+ 2.4.0] . (Job code, User phrase)
- [BS2_EnrollUser](#): [+ 2.6.3]
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- [BS2_GetUserDatas](#): 가
- [BS2_GetUserDatasEx](#): [+ 2.5.0] 가 . (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
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- [BS2_EnrollUserFaceEx](#): [+ 2.7.1] FaceStation F2
- [BS2_GetUserInfosFaceEx](#): [+ 2.7.1] FaceStation F2 ID 가
- [BS2_GetUserDatasFaceEx](#): [+ 2.7.1] FaceStation F2 가

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

FaceStation F2
FaceStation F2 BS2UserSettingEx .

```
typedef struct {
    uint32_t startTime;
    uint32_t endTime;
    uint8_t fingerAuthMode;
    uint8_t cardAuthMode;
}
```

```

uint8_t idAuthMode;
uint8_t securityLevel;
} BS2UserSetting;

```

1. *startTime*

가
 978307200 (2001-01-01 00:00:00) , 0

2. *endTime*

가
 1924991999 (2030-12-31 23:59:59) , 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

| | |
|----------------|--------|
| | |
| FaceStation 2 | V1.0.0 |
| FaceStation F2 | V1.0.0 |
| X-Station 2 | V1.0.0 |

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*

user.numFingers

[Fingerprint API](#)

8. *faceObjs*

user.numFaces

[Face API](#)

9. *job*

10. *phrase*

UI

| | |
|----------------|--------|
| | |
| FaceStation 2 | V1.0.0 |
| FaceStation F2 | V1.0.0 |
| X-Station 2 | V1.0.0 |

11. *accessGroupId*

가

16

BS2UserSettingEx



| | | |
|----------------|----------------|---|
| FaceStation F2 | BS2UserSetting | . |
|----------------|----------------|---|

```
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 | | | | |
| 17 | | | | |
| 18 | | PIN | | |
| 19 | | PIN | | |
| 20 | | | PIN | |
| 254 | | | | |
| 255 |) | (| | |

3. cardAuthMode

| | 1 | 2 | 3 |
|----|---|---|---|
| 21 | | | |
| 22 | | | |
| 23 | | | |

| | 1 | 2 | 3 |
|-----|-----|-----|-----|
| 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 | |
| 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* cardObjs;
    BS2Fingerprint* fingerObjs;
    BS2Face* faceObjs; // 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* faceExObjs; // 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*

user.numFingers

[Fingerprint API](#)

8. *faceObjs*

FaceStation2, FaceLite

user.numFaces

[Face API](#)

9. *job*

10. *phrase*

UI

| | |
|----------------|--------|
| | |
| FaceStation 2 | V1.0.0 |
| FaceStation F2 | V1.0.0 |
| X-Station 2 | V1.0.0 |

11. *accessGroupId*
가

16

12. *settingEx*
FaceStation F2
가

13. *faceExObjs*
FaceStation F2

user.numFaces

[Face API](#)

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