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# 1 Overview

This SDK is based on TCP protocol. This document describes the functions, interfaces and data types and sample code of each function in the SDK.

## 1.1 System Requirement

OS supported:

Linux 64: G++(4.4.2+)

win64/win32

Programming language: c, c++

## 1.2 Revision History

Date	Version	Revision
1. 2018.04.20	SDK v0.6.12	1) Fix bugs that are too large for the registration image and that sdk dies when querying 2) Increase the ability to get debug images 3) Add the ability to get the deletion progress 4) Increase the ability to take snapshots of the system 5) Add to get the SDK version 6) Increase the interface to get, set, and draw the detection area 7) Increase the configuration of the rs485 protocol 8) Adding a query extension interface is a support condition query 9) jpg compression quality increased from 60 to 95
2. 2018.05.03	SDK v0.6.13	1) Add the switch function of the video stream 2) Increase the ability to obtain normalized images 3) Increase version detection of the SDK and camera firmware

		<ul style="list-style-type: none"> <li>4) Fix bugs that are not set by the outer net penetration switch</li> <li>5) Solve the problem of slow detection</li> <li>6) Fix bugs that cover the first ten minutes of the video when recording it</li> <li>7) Upgrade to 0.6.13</li> </ul>
3. 2018-5-10	SDK v0.6.14	<ul style="list-style-type: none"> <li>1) Increase the video rotation angle control</li> <li>2) Increase the quality configuration of the output image</li> <li>3) Increase the time-out automatic cleanup configuration</li> <li>4) Fix the problem of deleting personnel information, error code exception</li> <li>5) Upgrade the version to 0.6.14</li> </ul>
4. 2018-5-28	SDK v0.6.15	<ul style="list-style-type: none"> <li>1) Face detection parameters from 0.80 to 0.95, the detection rate is higher</li> <li>2) Two-way video display with dual-eye camera support</li> <li>3) Add login authentication</li> <li>4) Added similarity calculations that support feature values</li> <li>5) Add the 485 configuration service switch</li> <li>6) Add face contouring</li> </ul>
5. 2018-6-8	SDK v0.7.0	<ul style="list-style-type: none"> <li>1) Increase the camera's online offline mode control</li> <li>2) Add the Wigan open gate interface</li> <li>3) Add an extended open gate interface for offline offline mode</li> <li>4) Add registration images that limit incomplete faces</li> <li>5) Add the start time of the registration person's validity period</li> </ul>
6.2018-7-10	SDK v0.7.1	<ul style="list-style-type: none"> <li>1) Increase re-enrollment progress information acquisition</li> <li>2) Increase the reading and writing of the check code (the customer does the second check)</li> <li>3) Increase the saving of infrared images</li> <li>4) Increase camera operating mode control (in/offline mode)</li> <li>5) Add a live detection switch</li> </ul>
7.2018-7-16	SDK v0.7.2	<ul style="list-style-type: none"> <li>1) The registration speed has been optimized</li> <li>2) Solved the registration timeout error caused by incorrect image serial number in</li> </ul>

		the interface of the people registration with Ex 3) A personnel clusterer switch has been added
8.2018-8-22	SDK v0.7.3	1) Add a history query 2) Add logs for interface entry and exit 3) Increase the Gio input signal acquisition 4) Add the external display title configuration
9.2018-9-20	SDK v0.7.4	1) Increase the configuration of registered image synchronization parameters 2) Increase the face detection quality threshold setting 3) Add the face opener 4) Add the camera's built-in voice settings 5) The registration speed has been optimized
10.2018-10-18	SDK v0.7.4.1	1) Added queries to all ID interfaces
11.2018-11-13	SDK v0.7.5	1) Change how logs are written 2) Increase the acquisition of bicycled camera image aerance information 3) Increase the get/set bices image differential correction area 4) Increase the get setting distortion parameters 5) Add query normalized images 6) Increase server mode operation 7) Add the camera registration sync interface
12.2019-01-10	SDK v0.7.6	1) Increase the HTTP extranet penetration configuration 2) Add a two-pylon password verification 3) History query data adds role information 4) Face capture data adds device serial number and face feature point coordinate information 5) The length of the configuration parameters has been changed and the new configuration interface has been added 6) Change the camera firmware information data length to add a new query interface 7) Add a new network configuration parameter interface
13.2019-01-23	SDK v0.7.6.1	1) Added TTS
14.2019-02-25	SDK v0.7.6.2	Add more comparison modes Add a hard hat detection switch Add the setting LCD screen display item Add http heartbeat switch

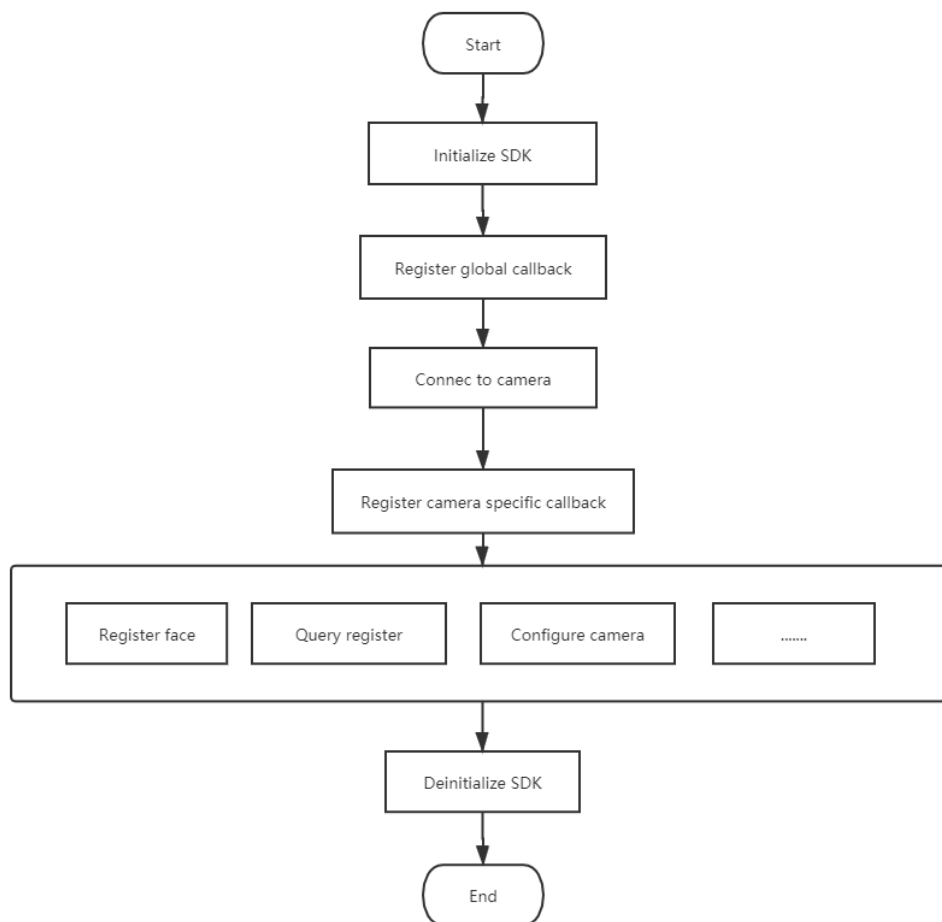
		<p>Add http domain name settings</p> <p>Adding filtering does not ratio the successful capture data switch Fix the rotation picture error registration BUG</p>
15.2019-03-19	SDK v0.7.7	<ol style="list-style-type: none"> <li>1) Increase WG66 long card number support</li> <li>2) Increase the time-by-time scheduling of the opening of the floodgates</li> <li>3) Add ID information</li> <li>4) Add a functional authorization interface</li> </ol>
16.2019-04-15	SDK v0.7.8	<ol style="list-style-type: none"> <li>1) Add a remote access configuration interface</li> <li>2) Add a remote upgrade server interface</li> <li>3) Add a 4G status query interface</li> <li>4) Add the camera Ping interface</li> </ol>
17.2019-05-10	SDK v0.7.9	<ol style="list-style-type: none"> <li>1) Increase the connection to the transit server</li> <li>2) Add the log off switch</li> <li>3) Increase TTS online playback</li> </ol>
18.2019-06-19	SDK v0.8	<ol style="list-style-type: none"> <li>1) Increase the capacity of registrars to query</li> <li>2) Increase the number of crawl record strip queries</li> <li>3) Increase access to Zhejiang Industrial Exchange platform</li> <li>4) Capture data to increase face angle and ratio type</li> <li>5) Add a new video stream callback interface to discard the original interface</li> <li>6) Increase the registration picture legitimacy check interface</li> <li>7) Modify the replay video to play slowly</li> <li>8) Increase the sub-stream parameter setting</li> <li>9) Add h264 frame number, channel number</li> </ol>
19.2019-08-01	SDK v0.9	<ol style="list-style-type: none"> <li>1) Add the name privacy display switch</li> <li>2) Add wifi queries and connections</li> <li>3) Add jpg pictures to register directly</li> </ol>
20.2019-09-02	SDK v0.9.1	<ol style="list-style-type: none"> <li>1) Increase the camera EMMC memory query</li> <li>2) Increase EMMC memory formatting</li> <li>3) Add sending the jason command to the camera</li> <li>4) Reduce SDK memory footprint</li> </ol>
20.2019-11-01	SDK v0.9.3	<ol style="list-style-type: none"> <li>1) Modify the camera time-out BUG in the camera</li> <li>2) The user name is expanded to 48 bytes</li> <li>3) Increase reading QR code</li> <li>4) Add sdk to transfer to each other through</li> </ol>



		<p>the camera</p> <ol style="list-style-type: none"> <li>5) Increase the screensaver ratio to successfully display the item mirror switch</li> <li>6) Increase the external network penetration domain name settings</li> <li>7) Add NTP domain name proofing</li> <li>8) Time scheduling support to 15 groups</li> <li>9) Resolve the json library conflict</li> </ol>
21.2019-11-27	SDK v0.9.4	<ol style="list-style-type: none"> <li>1) Modify scheduling compatibility</li> <li>2) Add VOCSC</li> <li>3) Add read and write user logs</li> <li>4) Add a single modification of face information</li> </ol>
22.2020-1-03	SDK v0.9.5	<ol style="list-style-type: none"> <li>1) Add the sip call interface</li> <li>2) Increase the capture gps information</li> </ol>
23.2020-2-04	SDK v0.9.6.1	<ol style="list-style-type: none"> <li>1) Increase the body temperature information of the person</li> <li>2) Increase the temperature opening limit</li> <li>3) Add mask information</li> <li>4) Add an open switch without a mask</li> </ol>
24.2020-3-10	SDK v0.9.6.2	<ol style="list-style-type: none"> <li>1) Add the AES encryption switch</li> <li>2) Increase the ratio failure information</li> <li>3) Add holiday settings</li> </ol>
25.2020-5-20	SDK v0.9.7	<ol style="list-style-type: none"> <li>1) Change the picture quality detection algorithm This version initialization needs to be imported into the model file</li> <li>2) Windows platform dll compiles using vs2015</li> <li>3) Resolve the failed bug</li> </ol>
26.2020-10-20	SDK v0.10.0	<ol style="list-style-type: none"> <li>1) Add a new extraction and normalization image interface to accommodate the new algorithm of EV200</li> <li>2) Improve the visual talk interface</li> </ol>

## 2 Guideline

### 2.1 API flow chart



**Note:**

1. SDK initialization should be done once and only once.
2. Data passed into callback functions will be released after the callback is invoked, if the data is needed for further use, you should make a copy of it.

## 3 Data Types

### SDK version

```

structHaSdkVersion
{
char sdk_version[64];
char protocl_version[64];
char sdk_code_version[64];
char min_firmware_ver[64];
char algorithm_version[64];
}
  
```

```
};
```

Field	Description:
<code>char sdk_version</code>	Sdk version
<code>char protocl_version</code>	Protocol version
<code>char sdk_code_version</code>	Sdk source code version
<code>char min_firmware_ver</code>	Min firmware version
<code>char algorithm_version</code>	Algorithm version

## Character Encoding

```
typedef enum  
{  
  char_ENCODE_GBK = 0,  
  char_ENCODE_UTF8  
}char_ENCODE;
```

Field	Description
<code>char_ENCODE_GBK</code>	GBK Encoding
<code>char_ENCODE_UTF8</code>	UTF8 Encoding

## Rectangle Region

```
struct ha_rect  
{  
  short x;  
  short y;  
  short width;  
  short height;  
};  
  
struct HA_Point {  
  int x;
```

```

    int y;
};

```

Field	Description
x	X-coordinate of upper left corner of rectangular region
y	Y-coordinate of upper left corner of rectangular region
width	The width of rectangular region
height	The height of rectangular region

See also:

```

structSRect
{
    short x;
    short y;
    shortwidth;
    short height;
};

```

## System Version

```

structVERSION
{
    charproocl_version[64];
    chararm_version[64];
    chararm_buildtime[64];
    chararm_code_version[64];
    chardsp_version[64];
    chardsp_buildtime[64];
    chardsp_code_version[64];
    unsignedshortvideo_width;
    unsignedshortvideo_height;
};

```

Field	Description
charproocl_version	Protocol version
chararm_version	Platform version
chararm_buildtime	Platform build time
chararm_code_version	Platform code version

<code>chardsp_version</code>	deprecated
<code>chardsp_buildtime</code>	deprecated
<code>chardsp_code_version</code>	deprecated
<code>unsignedshortvideo_width</code>	Original video width
<code>unsignedshortvideo_height</code>	Original video height

See also:

[SystemVersionInfo](#)

## Camera Handle

```
struct HA_Cam;
```

Note:

Don't change the value

See also:

[HA\\_ConnectEx](#)

[HA\\_Connect](#)

## Camera System Time

```
struct SystemTime
{
    char time_zone;
    char date[11];
    char time[9];
    char resv[11];
};
```

Field	Description
<code>char time_zone</code>	Time zone
<code>char date</code>	Date string: Format: year/month/day example: 2017/12/6
<code>char time</code>	Time string Format: hour:minute:second

	example:17:37:05
charresv	reserved

See also:

[HA\\_GetSystemTime](#)

## Camera Parameter

```

structFaceAppParam
{
chardev_no[32];
charpoint_no[32];
charpoint_name[96];
char resv1[32];
unsignedcharheart_beat_interval;
charextranet_enale;
unsignedshortextranet_port;
charextranet_ip[16];
unsignedcharverify_enable;
charuser_name[15];
charpasswd[16];
unsignedchar resv2[12];
unsignedshortupload_mode;
unsignedshortupload_port;
charupload_ip[16];
Upload Inforupload_info;
unsignedcharcam_mode;
char resv3[17];
int match_enable;
int match_score;
int dereplication_enable;
int dereplication_interval;
unsignedshortoutput_mode;
charautothresholdScore;
char resv4[255];
};

```

Field	Description
chardev_no	Device No.
charpoint_no	Position No.
charpoint_name	Position Name

<code>char resv1</code>	Reserved
<code>unsignedchar heart_beat_interval</code>	Heartbeat interval (default 5s)
<code>char extranet_enable</code>	Enable server
<code>unsignedshort extranet_port</code>	Server port
<code>char extranet_ip</code>	Server ip
<code>unsignedchar verify_enable</code>	Server login authentication 1: enable 0: disable
<code>char user_name[15]</code>	User name
<code>char passwd</code>	Password
<code>unsignedchar resv2</code>	Reserved
<code>unsignedshort upload_mode</code>	Upload method: 0: disabled 1: TCP 2: FTP 3: HTTP
<code>unsignedshort upload_port</code>	Face Capture Upload Server Port
<code>char upload_ip</code>	Face Capture Upload Server IP
<a href="#">Upload Info</a> <code>upload_info</code>	Face Capture Upload Union
<code>unsignedchar cam_mode</code>	Work Mode 1: Auto Mode Switch to offline mode when the mode camera is connected and automatically switch to online mode when it is not connected 2: Online Mode Gate access is controlled by pc 3: Offline Mode Gate access is controlled by camera
<code>char resv3</code>	Reserved
<code>int match_enable</code>	Matching Enable
<code>int match_score</code>	Matching Score
<code>int dereplication_enable</code>	Duplication Detect

	Enable: Open gate for the same person only once in a given time period
<code>int</code> dereplication_interval	Time period for duplication detect
<code>unsignedshort</code> output_mode	Image output mode: 0: disable 1: full image 2: close-up image 4: matching template 8: feature data
<code>char</code> autothresholdScore	Dynamic threshold in automatic threshold mode
<code>char</code> resv4	reserved

Note:

output\_mode, Bitwise OR operator is supported

See also:

[Upload Infor](#)

[HA\\_GetFaceAppParam](#)

[HA\\_SetFaceAppParam](#)

## Substream Encoding Parameter

```

struct SubCodParam{
    unsigned charsubcod_enable;
    unsigned charsubcod_pic_size;
    unsigned intsubcod_rate;
    unsigned charsubcod_rcMode;
    unsigned charsubcod_frame_rate;
    char res[16];
};

```

Field	Description
subcod_enable	Substream switch



	disable by default 0: disable non-zero: enable
subcod_pic_size	Substream resolution 1:640 * 360 2:720 * 576 3:720 * 480 4:1280 * 720
subcod_rate	Substream bitrate (kbps) 1024 by default  Average bitrate in constant bitrate mode Max bitrate in variable bitrate mode
subcod_rcMode	Substream bitrate mode 0 by default 0: constant bitrate mode Non-zero: variable bitrate mode
subcod_frame_rate	Substream frame rate av200 1~25 default to 25 cv500 1~30 default to 30

See also:

[HA\\_SetSubCodParam](#)

[HA\\_GetSubCodParam](#)

## Gpio Input Method

```
enumGpioInType{
    IN_STATE_WG26 = 0,
    IN_STATE_WG34 = 1,
    IN_STATE_IO = 255
};
```

Field	Description
IN_STATE_WG26	Wiegand 26
IN_STATE_WG34	Wiegand 34
IN_STATE_IO	IO input mode

## Data Upload Setting

```
union Upload_Infor {
    charupload_url[102];
    structFtpInfoftp_info;
    chartcp_resv[102];
    charother_resv[102];
};
```

Field	Description
charupload_url	http upload URL
structFtpInfoftp_info	ftp upload parameter
chartcp_resv	tcp upload reserved byte
charother_resv	reserved

```
struct FtpInfo{
    char user_name[15];
    char passwd[15];
    char path[70];
    char resv[2];
};
```

Field	Description
char user_name	user name
char passwd	password
char path	upload path
char resv	reserved

### Note:

It is recommended to use [ClientParam](#) to set upload parameter

# Data Upload Parameter

## FTP Upload

```
struct FtpClientParam
{
    char ip[16];
    int port;
    char user[15];
    char password[15];
    char pattern[70];
};
```

Field	Description
char ip	ip address
int port	port number
char user	User name
char password	Password
char pattern	Upload destination directory

## TCP Upload

```
struct TcpClientParam
{
    char ip[16];
    int port;
    char enable;
    unsigned char enable_verify;
    char user_name[16];
    char passwd[17];
    char resv[65];
};
```

Field	Description
char ip	Ip address
int port	Port number
char enable	Deprecated
char enable_verify	Enable verification
char user_name	User name
char passwd	Password
char resv	reserved

## HTTP Upload

```
structHttpClientParam {
    charip[16];
    unsignedshort port;
    charurl[102];
};
```

Field	Description
<code>charip</code>	Ip address
<code>unsignedshort port</code>	Port number
<code>charurl</code>	url

## Upload Method

```
structClientParam{
    char mode;
    char enable_heart;
    charresv[2];
    union {
        FtpClientParam ftp;
        TcpClientParam tcp;
        HttpClientParam http;
        HttpClientParamweb_service;
    };
};
```

Field	Description
<code>char mode</code>	Upload method 0: disable upload 1: TCP upload 2: FTP upload 3: HTTP upload
<code>char enable_heart</code>	Heatbeat(http only)
<code>charresv</code>	reserved
<a href="#">FtpClientParam</a> ftp	ftp upload parameters
<a href="#">TcpClientParam</a> tcp	tcpupload parameters
<a href="#">HttpClientParam</a> http	Http upload parameters

HttpClientParamweb_service	reserved
----------------------------	----------

See also:

[HA\\_GetUploadConfig](#)

[HA\\_SetUploadConfig](#)

## Real-time Face Capture Info

```
struct FaceRecoInfo
{
    unsigned int sequence;
    char camId[32];
    char posId[32];
    char posName[96];
    unsigned int tvSec;
    unsigned int tvUsec;
    short isRealtimeData;
    short matched;
    char matchPersonId[20];
    char matchPersonName[16];
    int matchRole;
    int existImg;
    char imgFormat[4];
    int imgLen;
    unsigned short faceXInImg;
    unsigned short faceYInImg;
    unsigned short faceWInImg;
    unsigned short faceHInImg;
    int existFaceImg;
    char faceImgFormat[4];
    int faceImgLen;
    unsigned short faceXInFaceImg;
    unsigned short faceYInFaceImg;
    unsigned short faceWInFaceImg;
    unsigned short faceHInFaceImg;
    int existVideo;
    unsigned int videoStartSec;
    unsigned int videoStartUsec;
    unsigned int videoEndSec;
    unsigned int videoEndUsec;
}
```

```
char videoFormat[4];
int videoLen;
unsignedchar sex;
unsignedchar age;
unsignedchar expression;
unsignedchar skinColour;
unsignedchar qValue;
unsignedchar sourceOfReg;
char attributeOfReg;
unsignedchar living;
char hatColour;
char FaceAngle;
char FaceAngleFlat;
char is_encry;
unsigned int math_type;
unsigned int wgCardNO;
unsigned long long wgCardNO Long;
char GPSN[16];
char GPSE[16];
unsigned int GPSNum;
int match_failed_reson;
char resv[55];
char has_mask;
float temperature;
unsignedchar* img;
unsignedchar* faceImg;
unsigned char* video;
int feature_size;
float *feature;
int modelFaceImgLen;
char modelFaceImgFmt[4];
unsignedchar *modelFaceImg;
HA_Point PointInImg[5];
HA_Point PointInFaceImg[5];
char dev_id[32];
int existIDCard;
char IDCardnumber[36];
char IDCardname[43];
unsigned char IDCardsex;
char IDCardnational[19];
char IDCardbirth[17];
char IDCardresidence_address[103];
char IDCardorgan_issue[43];
char IDCardvalid_date_start[17];
```

```

char IDCardvalid_date_end[17];
char userParam[68];
char matchPersonNameEx[64];
char matchPersonIDEx[64];
unsigned charperson_name_aes_len;
unsigned charperson_id_aes_len;
};

```

Field	Description
unsignedint sequence	1-based sequence number for every capture, each capture will add the number by 1, rebooting device resets the number to 1
charcamId	Camera id
charposId	Position id
charposName	Position name
unsignedinttvSec	Capture time, elapsed seconds from epoch time
unsignedinttvUsec	Microseconds of capture time
shortisRealtimeData	Value indicating whether the data is realtime data. 0: non-realtime Non-zero: realtime
short matched	Match result: 0: match not performed -1: match failed Any value greater than 0: confidence score for a successful match out of hundred mark system
charmatchPersonId	person ID
charmatchPersonName	Person name
intmatchRole	Person category. 0: normal 1: white name 2: black name
intexistImg	Value indicating whether include full image

	0: no include Non-zero: include
<code>charimgFormat</code>	Full image format
<code>intimgLen</code>	Size of full image in bytes
<code>unsignedshortfaceXInImg</code>	X-coordinate of face in full image
<code>unsignedshortfaceYInImg</code>	Y-coordinate of face in full image
<code>unsignedshortfaceWInImg</code>	Width of face
<code>unsignedshortfaceHInImg</code>	Height of face
<code>intexistFaceImg</code>	Value indicating the existence of face close-up 0: not include Non-zero: include
<code>charfaceImgFormat</code>	Image format of the face close-up
<code>intfaceImgLen</code>	Size of the face close-up in bytes
<code>unsignedshortfaceXInFaceImg</code>	x-coordinate of face inside the face close-up.
<code>unsignedshortfaceYInFaceImg</code>	y-coordinate of the face inside the face close-up
<code>unsignedshortfaceWInFaceImg</code>	Width of face inside the face close-up
<code>unsignedshortfaceHInFaceImg</code>	Height of face inside the face close-up
<code>intexistVideo</code>	Value indicating whether include video 0: not include Non-zero: include
<code>unsignedintvideoStartSec</code>	Start time of video, seconds from epoch time
<code>unsignedintvideoStartUsec</code>	Microseconds of start time
<code>unsignedintvideoEndSec</code>	End time of video, seconds from epoch time
<code>unsignedintvideoEndUsec</code>	Microseconds of end time
<code>charvideoFormat</code>	Video format



<code>int</code> videoLen	size of video in bytes
<code>unsignedchar</code> sex	Gender 0: n/a 1: male 2: female
<code>unsignedchar</code> age	age 0: n/a Other value: age
<code>unsignedchar</code> expression	Facial expression 0: n/a Other value: to be done
<code>unsignedchar</code> skinColour	Skin color 0: n/a Other value: to be done
<code>unsignedchar</code> qValue	Quality of image for registration, the higher the quality, the better for registration
<code>unsignedchar</code> sourceOfReg	Source of registration 0: n/a 1: registered by an app 2: auto registered 3: registered by cloud synchronization
<code>unsigned char</code> living	Value indicating liveness detection result 0: n/a 1 : liveness detect succeed 2 : liveness detect failed
<code>char</code> hatColour	Color of safety helmet 0: n/a 1: blue 2: orange 3: red 4: white 5: yellow
<code>char</code> FaceAngle	Reserved
<code>char</code> FaceAngleFlat	Reserved
<code>int</code> match_failed_reson	Value indicating whether name and id is

	encrypted 0: not encrypted 1: encrypted
<code>unsigned int</code> math_type	Match type 0: n/a 1: face recognition 2: authentication 4: id card 8: Wiegand card 16: any person (face detected)
<code>unsigned int</code> wgCardNO	32 bit wiegand number
<code>unsigned long</code> wgCardNOLong	46 bit wiegand number
<code>char</code> GPSN[16]	Gps longitude
<code>char</code> GPSE[16]	Gps latitude
<code>unsigned int</code> GPSNum	Gps satellite number
<code>unsigned char*</code> video	reserved
<code>int</code> match_failed_reson	Matching faile reason See <a href="#">enum MatchFailedReasons</a>
<code>char</code> has_mask	Value indicating mask wearing 0: n/a 1:weared 2: not weared
<code>float</code> temperature	Temperature
<code>int</code> feature_size	Feature size
<code>float *</code> feature	The feature data
<code>int</code> modelFaceImgLen	Face image length
<a href="#">HA_Point</a> PointInImg	Feature point coordinate 5-element array in full image
<a href="#">HA_Point</a> PointInFaceImg	Feature point coordinate 5-element array in close-up
<code>char</code> dev_id	Device id
<code>int</code> existIDCard	Value indicating existence of id info
<code>char</code> IDCardnumber	Id number from id card

<code>char</code> IDCardname	Name from id card
<code>unsigned char</code> IDCardsex	Gender from id card
<code>char</code> IDCardnational	Nationality from id card
<code>char</code> IDCardbirth	Date of birth from id card
<code>char</code> IDCardresidence_address	Address from id card
<code>char</code> IDCardorgan_issue	Issuing authority of id card
<code>char</code> IDCardvalid_date_start	Valid from date of id card
<code>char</code> IDCardvalid_date_end	Valid to date of id card
<code>char</code> userParam	User defined parameter
<code>char</code> matchPersonNameEx	Extended user name, when the user name is not long enough
<code>char</code> matchPersonIDEx	Extended face id
<code>unsigned char</code> person_name_aes_len	Name length after encrypted
<code>unsigned char</code> person_id_aes_len	Face id length after encrypted

Note:

Real-time face capture data is passed through callback function

See also:

[HA\\_RegFaceRecoCb](#)

[HA\\_GetOutputCtl](#)

## NTP Info

```
structNtpInfo
{
    shortenable_state;
    shortupdate_cycle;
    charntp_server[16];
    charresv[12];
};
```

Field	Description
<code>shortenable_state</code>	Value indicating whether ntp is enabled 0: disabled 1:enabled
<code>shortupdate_cycle</code>	Update frequency in seconds (60-600s)
<code>charntp_server</code>	NTP server ip address
<code>charresv</code>	reserved

See also:

[HA\\_SetNtpConfigEx](#)

## Network Parameter

```
structSystemNetInfoEx
{
    char mac[20];
    char ip[20];
    char netmask[20];
    char gateway[20];
    char manufacturer[16];
    char platform[32];
    char system[32];
    char version[64];
    char ip_2[16];
    char netmask_2[16];
    char dns[16];
    char dhcp_enable;
    char resv[64];
};
```

Field	Description
<code>char mac</code>	Mac
<code>charip</code>	Ip
<code>char netmask</code>	Netmask
<code>char gateway</code>	Gateway
<code>char manufacturer</code>	Manufacturer
<code>char platform</code>	Platform
<code>char system</code>	System name
<code>char version</code>	Version

<code>char ip_2</code>	Ip address for network interface 2
<code>char netmask_2</code>	Netmask for network interface 2
<code>char dns</code>	Dns server
<code>char dhcp_enable</code>	DHCP enabled
<code>char resv</code>	reserved

See also:

[HA\\_SetNetConfig](#)

[HA\\_GetNetConfig](#)

## Login Authentication Parameter

```
struct AuthParam
{
    unsignedchar enable;
    char user_name[16];
    char passwd[17];
    char resv[14];
};
```

Field	Description
<code>unsignedchar enable</code>	Value indicating whether enable authentication
<code>char user_name</code>	User name
<code>char passwd</code>	Password
<code>char resv</code>	Reserved

See also:

[HA\\_SetAuthInfo](#)

[HA\\_GetAuthInfo](#)

## Built-in Audio

```
struct AudioItem
{
    int id;
    char desc[64];
};
```

Field	Description
<code>int id</code>	Id
<code>char desc</code>	Description of the audio

See also:

[built-in audio setting](#)

## Registration Info

```

struct FaceFlags
{
    char faceID[20];
    char faceName[16];
    int role;
    unsigned int wgCardNO;
    unsigned int effectTime;
    unsigned int effectStartTime;
    short version;
    unsigned long long wgCardNOlong;
    unsigned char scheduleMode;
    char resv2;
    char userParam[68];
    char faceNameEx[64];
    char resv[8040];
};

```

Field	Description
<code>char faceID</code>	Id
<code>char faceName</code>	Name
<code>int role</code>	Category 0: normal 1: whitelisted 2: blacklisted
<code>unsigned int wgCardNO</code>	Wiegand card number
<code>unsigned int effectTime</code>	Valid to time, seconds from epoch time 0xFFFFFFFF: never expire 0: expired
<code>unsigned int effectStartTime</code>	Valid from time, seconds from epoch time
<code>short version</code>	The version of feature data
<code>unsigned long</code>	Extended Wiegand car

<code>long</code> wgCardNOLong;	dnnumber, in case of the wgCardNO is not long enough,to enable this field, set wgCardNO to 0
<code>unsigned char</code> ScheduleMode;	Gate access control rule 0: don't use access rule 1-5: specific rule, see <a href="#">KindSchedule</a> ->ScheduleNameCode
<code>char</code> userParam	User defined parameter
<code>char</code> faceNameEx	Extended user name, when the user name is longer than 15 bytes
resv	reserved

See also:

[Register face](#)

## Face Image

```

structFaceImage
{
    int img_seq;
    int img_fmt;
    unsignedchar *img;
    int img_len;
    int width;
    int height;
};

```

Field	Description
<code>int</code> img_seq	Index of image
<code>int</code> img_fmt	Format of image 0: jpg 、 bmp、 png 1: bgr data
<code>unsignedchar</code> *img	Image data
<code>int</code> img_len	Image data length
<code>int</code> width	Width of image, only for bgr data
<code>int</code> height	Height of image, only for bgr data

Note:

When the struct is used as an Out parameter, `fmt == 0` means jpg format

See also:

[Register face](#)

## Multi-Image Registration Error

```
structErrorFaceImage
{
    int img_seq;
    int err_code;
};
```

Field	Description
<code>int img_seq</code>	Index of failed image
<code>int err_code;</code>	Error code, see <a href="#">Error Code</a>

See also:

[Register Face](#)

## Face Feature

```
structFaceFeature
{
    float *feature;
    short featureseize;
    short featureNum;
};
```

Field	Description
<code>float *feature</code>	The feature data array pointer, total length = <code>featureseize*featureNum</code>
<code>short featureseize;</code>	Size of a single feature
<code>short featureNum</code>	The count of feature

Note:

Feature data is passed through callback function



See also:

[Register Face](#)

[HA\\_RegFaceQueryCb](#)

## Face Query Info

```
structQueryFaceInfo
{
    int record_count;
    int record_no;
    charpersonID[20];
    charpersonName[16];
    int role;
    shortfeature_count;
    shortfeature_size;
    float *feature;
    int imgNum;
    int imgSize[5];
    charimgFmt[5][4];
    unsignedchar *imgBuff[5];
    unsignedintwgCardNO;
    unsignedinteffectTime;
    unsignedinteffectStartTime;
    short version;
    unsigned charScheduleMode;
    charresv;
    int twistImgNum;
    shorttwistwidth[5];
    shorttwistheight[5];
    int twischannel[5];
    char *twistingBuff[5];
    unsigned long longwgCardNoLong;
    char userParam[68];
    char faceNameEx [64];
    char resv1[372];
};
```

Field	Description
<code>int record_count</code>	Count of matches
<code>int record_no</code>	Non-zero: Current record number

	(ranging from 1 to record_count) 0: no more record
char personID	Person ID
char personName	Person name
int role	Person category 0: normal 1: white name 2: black name
short feature_count	Count of feature data
short feature_size	Size of single feature data
float *feature	Pointer to the feature data, size is feature_count*feature_size
int imgNum	Count of template image max: 5
int imgSize	Images size array , imgSize[i] is the size of the ith image
char imgFmt	Image format array, imgFmt[i] is the format of ith image
unsigned char *imgBuff	Image buffer array, imgBuff[i] is the address of ith image buffer
unsigned int wgCardNO	Wiegand card number
unsigned int effectTime	Valid to, seconds from epoch time (January 1, 1970, 00:00) 0xFFFFFFFF: never expire 0: expired
unsigned int effectStartTime	Valid from, seconds from epoch time ( January 1, 1970, 00:00) 0: not initialized
short version	Non-zero: current version of feature data 0: not supported
unsigned char ScheduleMode;	Scheduling rule 0: n/a 1~5 : correspond toKindSchedule->Schedule

	eNameCode
char resv	reserved
int twistImgNum	Normalized image count
short twistwidth	Width of normalized image
short twistheight	Height of normalized image
int twischannel	Channel of normalized image
char *twistingBuff	Normalized image buffer Image buffer size: width*height*channel
unsigned long long wgCardNoLong	Supplement wiegand card number in the case of wgCardNO is not long enough
char userParam	User defined data
char faceNameEx	Supplement name in the case of personName is not long enough
char resv1	reserved

Note:

This struct is passed through call back function

See also:

[HA\\_RegFaceQueryCb](#)

## Registration Query

```

struct QueryCondition
{
    char faceID[20];
    char faceName[16];
    unsigned int wgCardNO;
    unsigned int timeStart;
    unsigned int timeEnd;
    unsigned int time1Start;
    unsigned int time1End;
    unsigned long long wgCardNoLong;
    char faceNameEx [64];
    unsigned char resv[180];
}

```

```
};
```

Field	Description
<code>char</code> faceID	Person ID
<code>char</code> faceName	Person name
<code>unsigned int</code> wgCardNO	Wiegand card number
<code>unsigned int</code> timeStart	Lower bound of valid to range
<code>unsigned int</code> timeEnd	Upper bound of valid to range
<code>unsigned int</code> time1Start	Lower bound of valid from range
<code>unsigned int</code> time1End	Upper bound of valid from range
<code>unsigned long</code> wgCardNOLong	Supplement wiegand card number, in case of wgCardNO is not long enough, in which case wgCardNO is set to 0
<code>char</code> faceNameEx	Supplement person name in case of faceName is longer than 15 bytes
<code>unsigned char</code> resv	reserved

```
typedef enum{  
    QUERY_BY_ID = 0x1,  
    QUERY_BY_NAME = 0x2,  
    QUERY_BY_WGNO = 0x4,  
    QUERY_BY_EFFECT_TIME = 0x8,  
    QUERY_BY_EFFECT_START_TIME = 0x10  
}ConditionFlag;
```

Field	Description
QUERY_BY_ID	Query by id
QUERY_BY_NAME	Query by name
QUERY_BY_WGNO	Query by Wiegand card number
QUERY_BY_EFFECT_TIME	Query by valid to range
QUERY_BY_EFFECT_START_TIME	Query by valid from range

# Record Query

## Record Query Parameter

```
struct RecordCondition{
    char img_flag;
    char reg_img_flag;
    char resv1[2];
    unsigned short query_mode;
    unsigned short condition_flag;
    unsigned int time_start;
    unsigned int time_end;
    short score_start;
    short score_end;
    unsigned char sex;
    unsigned char age_start;
    unsigned char age_end;
    char resv2[17];
    char person_id[20];
    char person_name[16];
    unsigned char qvalue_start;
    unsigned char qvalue_end;
    char upload_state;
    char resv3[65];
};

enum RecordQueryFlag{
    RECORD_QUERY_FLAG_TIME           = 0x1,
    RECORD_QUERY_FLAG_SCORE          = 0x1 << 1,
    RECORD_QUERY_FLAG_SEX            = 0x1 << 2,
    RECORD_QUERY_FLAG_AGE            = 0x1 << 3,
    RECORD_QUERY_FLAG_ID             = 0x1 << 4,
    RECORD_QUERY_FLAG_NAME           = 0x1 << 5,
    RECORD_QUERY_FLAG_QVALUE         = 0x1 << 6,
    RECORD_QUERY_FLAG_UPLOAD         = 0x1 << 7,
    RECORD_QUERY_FLAG_SEQUENCE       = 0x1 << 8
};
```

Field	Description
<code>char img_flag</code>	Value indicating whether include captured image in the output

	0: don't include Non-zero: include
<code>charreg_img_flag</code>	Value indicating whether include registration image in the output 0: don't include Non-zero: include
<code>char resv1</code>	reserved
<code>unsignedshortquery_mode</code>	Query mode 0: match exactly None-zero: fuzzy match
<code>unsignedshortcondition_flag</code>	Value indicating which field is valid for the query See enum <a href="#">RecordQueryFlag</a>
<code>unsignedinttime_start</code>	Lower bound of capture time range
<code>unsignedinttime_end</code>	Upper bound of capture time range
<code>shortscore_start</code>	Lower bound of match score
<code>shortscore_end</code>	Upper bound of match score
<code>unsignedchar sex</code>	Gender
<code>unsignedcharage_start</code>	Lower bound of age
<code>unsignedcharage_end</code>	Upper bound of age
<code>char resv2</code>	reserved
<code>charperson_id</code>	Person ID
<code>charperson_name</code>	Person name
<code>unsignedcharqvalue_start</code>	Lower bound of image quality
<code>unsignedcharqvalue_end</code>	Upper bound of image quality
<code>charupload_state</code>	Upload flag 1: uploaded 0: not uploaded
<code>char resv3</code>	reserved

See also:

[HA\\_QueryFaceRecord](#)

## Record Data

```
struct RecordData{
    int record_count;
    int record_no;
    unsigned int sequence;
    unsigned int tvSec;
    unsigned int tvUsec;
    short matched;
    unsigned char sex;
    unsigned char age;
    char person_id[20];
    char person_name[16];
    int face_image_len;
    unsigned char* face_image;
    unsigned short faceXInFaceImg;
    unsigned short faceYInFaceImg;
    unsigned short faceWInFaceImg;
    unsigned short faceHInFaceImg;
    int reg_image_len;
    unsigned char* reg_image;
    unsigned char qvalue;
    char is_upload;
    char role;
    unsigned char aes_enable;
    unsigned int match_type;
    char customer_txt[64];
    char person_name_ext[64];
    float temperature;
    int match_failed_reson;
    char person_id_aes[64];
    unsigned char person_id_aes_len;
    unsigned char person_name_aes_len;
};
```

Field	Description
<code>int record_count</code>	Count of matches
<code>int record_no</code>	Non-zero: Current record number (1 to record_count) 0: no more record
<code>unsigned int sequence</code>	Sequence number

<code>unsigned int</code> tvSec	Capture time, Seconds from epoch time
<code>unsigned int</code> tvUsec	Microseconds of capture time
<code>short</code> matched	The score of matching
<code>unsigned char</code> sex	Gender
<code>unsigned char</code> age	Age
<code>char</code> person_id	Face id
<code>char</code> person_name	Person name
<code>int</code> face_image_len	Size of face close-up in bytes
<code>unsigned char*</code> face_image	Format of face close-up
<code>unsigned short</code> faceXInFaceImg	x-coordinate of face inside the face close-up
<code>unsigned short</code> faceYInFaceImg	y-coordinate of the face inside the face close-up
<code>unsigned short</code> faceWInFaceImg	Width of the face
<code>unsigned short</code> faceHInFaceImg	Height of the face
<code>int</code> reg_image_len	Size of matched image 0: not matched
<code>unsigned char*</code> reg_image	Format of matched image Null: not matched
<code>unsigned char</code> qvalue	The quality of image
<code>char</code> is_upload	Value indicating upload 1: uploaded 0: not uploaded
<code>char</code> role	Category of the matched person (applicable only if matched > 0) 0: normal 1: whitelisted name 2: blacklisted name -2: n/a
<code>char</code> aes_enable	Value indicating if id and name is encrypted
<code>unsigned int</code> match_type	Match type
<code>char</code> customer_txt	User-defined data
<code>char</code> person_name_ext	Extended person name (applicable only if encryption is enabled)



<code>float</code> temperature	temperature
<code>int</code> match_failed_reson	Match failed reason See <a href="#">enum MatchFailedReasons</a>
<code>char</code> person_id_aes	Encrypted person id
<code>unsigned char</code> person_id_aes_len	Length of encrypted id
<code>unsigned char</code> person_name_aes_len	Length of encrypted name

See also:

[HA\\_RegFaceRecordQueryCb](#)

[HA\\_QueryFaceRecord](#)

## Device Info for Server

```
struct DeviceInfo {
    char dev_id[32];
    char ip[32];
    char camId[32];
    char posId[32];
    char posName[96];
};
```

Field	Description
<code>char</code> dev_id	Device id
<code>char</code> ip	IP
<code>char</code> camId	Camera id
<code>char</code> posId	Position id
<code>char</code> posName	Position name

## Face Rectangle

```
struct FaceRect {
    unsigned int faceId;
    struct ha_rect faceRect;
    char resv[4];
};
```

Field	Description
<code>unsignedint</code> faceId	Face id
<code>struct</code> <a href="#">ha_rect</a> faceRect	Face bound
<code>char</code> resv	Reserved

Note:

This struct is passed through callback function, it is designed for debugging.

Debug mode must be enabled.

See also:

[HA\\_RegFaceRectCb](#)

[HA\\_SetDebugEnable](#)

## Debug Image

```
structDebugImage
{
    int format;
    short width;
    short height;
    int imageLen;
    unsignedchar *imgData;
};
```

Field	Description
<code>int</code> format	The debug image format 0:rgb data 1:jpg
<code>short</code> width	Width of image
<code>short</code> height	Height of image
<code>int</code> imageLen	The length of image data
<code>unsignedchar</code> *imgData	Image data

```
structDebugImageInfo
{
    unsignedinttimeStamp_s;
    unsignedinttimeStamp_u;
    int matched;
    int matchScore;
    charfaceId[20];
    int imageNum;
```

```

    struct DebugImage debugImage[6];
};

```

Field	Description
<code>unsigned int</code> timeStamp_s	Timestamp
<code>unsigned int</code> timeStamp_u	Microsecond of timestamp
<code>int</code> matched	Match result 0: match not performed -1: match failed 1: match succeed
<code>int</code> matchScore	Match confidence score
<code>char</code> faceId	Face id, if match succeed (matched == 1)
<code>int</code> imageNum	Number of debug image, max 6
<code>struct DebugImage</code> debugImage	Debug image info

## Infrared Image Debug Info

```

struct BebugInfraredImage
{
    int lived;
    unsigned int timeStamp_s;
    unsigned int timeStamp_u;
    short x_deviations;
    short y_deviations;
    ha_rect normalImgeRect;
    ha_rect infraredImgeRect;
    unsigned int viewImgeNum;
    DebugImage viewImge[8];
    unsigned int closeupImgeNum;
    DebugImage closeupImge[8];
};

```

Field	Description
<code>int</code> lived	0: non-live 1: live
<code>unsigned int</code> timeStamp_s;	Timestamp

<code>unsigned int</code> timestamp_u	Microseconds of timestamp
<code>short</code> x_deviations	x-coordinate of image deviations
<code>short</code> y_deviations	y-coordinate of image deviations
<code>ha_rect</code> normalImgeRect	Face bound for normal lighting
<code>ha_rect</code> infraredImgeRect	Face bound for infrated lighting
<code>unsigned int</code> viewImgeNum	Number of full image
<code>DebugImage</code> viewImge	Full image data
<code>unsigned int</code> closeupImgeNum	Number of face close-up
<code>DebugImage</code> closeupImge	Close-up image data

## Registration Delete Progress

```

struct FaceDelProgressInfo
{
    int delCount;
    int curDelNo;
    char faceId[20];
};

```

Field	Description
<code>int</code> delCount	Count of total faces that is being deleted
<code>int</code> curDelNo	Current progress of deletion
<code>char</code> faceId	Current face id being deleted

Note:

Progress is reported through callback function

See also:

[HA\\_RegFaceDeleteProgressCb](#)  
[Delete Registered Face](#)

## Snapshot Image

```

struct SnapshotImage
{
    unsigned int timeStamp_s;
    unsigned int timeStamp_u;
    int snapImageSize;
    unsigned char *snapImage;
};

```

Field	Description
<code>unsigned int timeStamp_s</code>	Timestamp of the snapshot
<code>unsigned int timeStamp_u</code>	Microseconds of timestamp
<code>int snapImageSize</code>	Length of snapshot
<code>unsigned char *snapImage</code>	Snapshot image

Note:

The struct is passed through callback function

See also:

[HA\\_RegSnapshotCb](#)

[HA\\_Snapshot](#)

## Gate Opening Record

```

struct AlarmInfoRecord
{
    char cameraID[32];
    char alarmTime[20];
    unsigned char alarmDeviceType;
    char resv[3];
    char personID[20];
    unsigned int alarmDeviceId;
    unsigned long long wgCardNO Long;
};

```

Field	Description
<code>char cameraID</code>	Camera id
<code>char alarmTime</code>	Gate open time string Format : 2018/3/6

	16:38:20
<code>unsigned char alarmDeviceType</code>	Device type 0: electric relay 1: Wiegand device
<code>char resv</code>	Reserved
<code>char personID</code>	Face id
<code>unsigned int alarmDeviceId</code>	Device id If device is electric relay, the GPIO index; If the device is Wiegand device, the Wiegand card number
<code>unsigned long long wgCardNOLong;</code>	Extended Wiegand card number, when alarmDeviceId is not long enough

Note:

The struct is passed through callback function

See also:

[HA\\_RegAlarmRecordCb](#)

## Gate Open Request

```

struct AlarmRequest
{
    char cameraID[32];
    char personID[20];
    char requestTime[20];
    unsigned char alarmDeviceType;
    unsigned char alarmDeviceState;
    char resv[2];
    unsigned int alarmDeviceId;
    unsigned long long wgCardNOLong;
};

```

Field	Description
<code>char cameraID</code>	Camera id
<code>char personID</code>	Face id

<code>char</code> requestTime	Request time. Format:2018/3/6 16:38:20
<code>unsignedchar</code> alarmDeviceT ype	Device type. 0: electric relay 1: Wiegand device
<code>unsignedchar</code> alarmDevices tate	Current state of thedevice. 0: not enabled 1: enabled
<code>char</code> resv	Reserved
<code>unsignedint</code> alarmDeviceId	Device id If device is electric relay, the GPIO index; If the device is Wiegand device, the Wiegand card number
<code>unsigned long</code> wgCardNOLong; <code>long</code>	Extended Wiegand card number, when alarmDeviceId is not long enough

**Note:**

Device in online mode doesn't open gate automatically, it sends open gate request instead.

The data is passed through callback function.

See also:

[HA\\_RegAlarmRequestCb](#)

[HA\\_GetCameraWorkMode](#)

## Reregistration Progress

```
struct FaceReRegistProgressInfo
{
    int regist_count;
    int cur_regist_no;
    charfaceId[20];
};
```

Field	Description
-------	-------------

<code>int</code> regist_count	Total count
<code>int</code> cur_regist_no	Current index
<code>char</code> faceId	Current face id

Note:

During the process of reregistration, the camera stops working. Meanwhile, don't operate the camera.

See also:

[HA\\_RegFaceReRegistProgressCb](#)

## Camera IP Query

```
struct ipscan_t
{
    char mac[20];
    char ip[20];
    char netmask[20];
    char manufacturer[16];
    char platform[32];
    char system[32];
    char version[64];
};
```

Field	Description
<code>char</code> mac	Mac
<code>char</code> ip	Ip
<code>char</code> netmask	Netmask
<code>char</code> manufacture	Manufacturer
<code>char</code> platform	Platform
<code>char</code> system	System
<code>char</code> version	version

See also:

[HA\\_RegDiscoverIpscanCb](#)

[HA\\_DiscoverIpscan](#)



## Live Stream Data

```
struct HA_LiveStream
{
    int w;
    int h;
    STREAM_FORMAT format;
    int streamLen;
    int streamBufSize;
    char* streamBuf;
    unsigned int h264_sequence;
    unsigned char channel;
};
```

Field	Description
int w	Width of video
int h	Height of video
<a href="#">STREAM_FORMAT</a> format	Video format
int streamLen	Length of stream
int streamBufSize	Size of stream buffer
char* streamBuf	Stream buffer
unsigned int h264_sequence	Frame number
unsigned char channel	channel 0: mainstream 4: substream

```
typedef enum
{
    STREAM_FORMAT_JPEG = 1,
    STREAM_FORMAT_H264 = 2
}STREAM_FORMAT;
```

Field	Description
STREAM_FORMAT_JPEG	Jpeg streaming
STREAM_FORMAT_H264	H264 streaming

See also:

[HA\\_RegLiveStreamCbEx](#)

## Camera System Config

```
structFaceSystemConfig{
    structTemporaryParam temp;
    structPlatformParam platform;
    structStreamParam stream;
    structAppParam app;
    structOutputerParamoutputer;
    struct FaceExtraParamextraParam;
};
```

Field	Description
<code>structTemporaryParam temp</code>	Temporary parameter
<code>structPlatformParam platform</code>	Platform parameter
<code>structStreamParam stream</code>	Stream parameter
<code>structAppParam app</code>	Application parameter
<code>structOutputerParamoutputer</code>	Output parameter
<code>struct FaceExtraParam</code>	Extra face parameter

### Note:

This is the struct to configure all the parameters, it is not recommended to use this struct to configure camera.

## Matching Mode

```
enumMatchMode{
    MATCH_MODE_NULL                = 0,
    MATCH_MODE_NORMAL              = 1,
    MATCH_MODE_IDCARD_1TO1        = 2,
    MATCH_MODE_FACE_IDCARD       = 3,
    MATCH_MODE_WGCARD            = 4,
    MATCH_MODE_FACE_WGCARD       = 5,
    MATCH_MODE_ANY_FACE          = 6,
```

```

MATCH_MODE_NORMAL_OR_WGCARD          = 7,
MATCH_MODE_NORMAL_OR_IDCARD_1T01     = 8,
MATCH_MODE_NORMAL_OR_SNAPSHOT        = 20
};

```

Field	Description
MATCH_MODE_NULL	Disable match
MATCH_MODE_NORMAL	Open the gate if it's whitelisted name
MATCH_MODE_IDCARD_1T01	By id card
MATCH_MODE_FACE_IDCARD	Face or id card
MATCH_MODE_WGCARD	Wiegand card
MATCH_MODE_FACE_WGCARD	Face or Wiegand card
MATCH_MODE_ANY_FACE	Any detected face will open the gate
MATCH_MODE_NORMAL_OR_WGCARD	Face and whitelisted name; Wiegand card and whitelisted name
MATCH_MODE_NORMAL_OR_IDCARD_1T01	Face or id card
MATCH_MODE_NORMAL_OR_SNAPSHOT	Face or RFID full image

See also:

[HA\\_SetMatchMode](#)

## PTZ Control

```

enumPTZCTL {
    PTZ_CTRL_ZOOM_IN      =5,
    PTZ_CTRL_ZOOM_OUT     =6,
    PTZ_CTRL_FOCUS_IN     =7,
    PTZ_CTRL_FOCUS_OUT    =8
}

```

```
};
```

Field	Description
PTZ_CTRL_ZOOM_IN	Zoom in
PTZ_CTRL_ZOOM_OUT	Zoom out
PTZ_CTRL_FOCUS_IN	Focus
PTZ_CTRL_FOCUS_OUT	Defocus

```
enum PTZMODE {  
    PTZ_MODE_ONCE    =1,  
    PTZ_MODE_START   =2,  
    PTZ_MODE_STOP    =3  
};
```

Field	Description
PTZ_MODE_ONCE	One-time operation
PTZ_MODE_START	Start the operation
PTZ_MODE_STOP	Stop the operation

## Server Address Configure

```
struct ExtranetParam {  
    union {  
        struct TcpClientParam client;  
        struct HttpClientParam http;  
    };  
    unsigned char enable;  
    char mode;  
    char resv[6];  
};
```

Field	Description
client	TCP configuration
http	http configuration
enable	switch to enable server upload 0: disabled 1: enabled
mode	Working mode 0: tcp 1: http comet

resv	reserved
------	----------

See also:

[HA\\_SetExtranetParam](#)

[HA\\_GetExtranetParam](#)

```
struct TcpClientParam
{
    char ip[16];
    int port;
    char enable;
    unsigned char enable_verify;
    char user_name[16];
    char passwd[17];
    char resv[65];
};
```

Field	Description
ip	IP address
port	Port number
enable	Value indicating whether the function is enabled (deprecated, for compatible purpose only)
enable_verify	Work mode 0: tcp 1: http comet
enable_verify	Value indicating whether enable login authentication
user_name	User name
passwd	password
resv	reserved

```
struct HttpClientParam
{
    char ip[16];
    unsigned short port;
    char url[102];
};
```

Field	Description
ip	Ip address
port	Port number

url	http url
-----	----------

Note:

url and ip are mutually exclusive

## OSD items

```
enum LcdDisplayItem{
    LCD_DISPLAY_ITEM_TITILE      = 0x1,
    LCD_DISPLAY_ITEM_TIME       = 0x1 << 1,
    LCD_DISPLAY_ITEM_IP         = 0x1 << 2,
    LCD_DISPLAY_ITEM_PERSON_NUM = 0x1 << 3
};
```

Field	Description
LCD_DISPLAY_ITEM_TITILE	Title
LCD_DISPLAY_ITEM_TIME	Time
LCD_DISPLAY_ITEM_IP	Ip
LCD_DISPLAY_ITEM_PERSON_NUM	Count of registered faces

See also:

[HA\\_GetLcdDisplayItems](#)

[HA\\_SetLcdDisplayItems](#)

## Gate Access Control Rule

```
struct MinuteSchedule {
    unsigned char hour;
    unsigned char minute;
};
```

Field	Description
hour	Hour (0-24)
minute	Minute (0-59)

```
struct HourSchedule {
    MinuteSchedule start;
```

```

    MinuteScheduleend;
};

```

Field	Description
start	Start time (inclusive)
end	End time (exclusive)

```

struct DailySchedule {
    unsigned int Sector;
    HourScheduleSchTime[6];
    char recv[16];
};

```

Field	Description
Sector	Time slot count. Max 6 slots: SchTime[0] to SchTime[5]. SchTim[0] to SchTime[1] is the slot when gate will be opened automatically
SchTime	Gate open time slots array
recv	Reserved

```

enumScheduleMode {
    SCHEDULE_MODE_NONE = 0,
    SCHEDULE_MODE_DAILY = 1,
    SCHEDULE_MODE_WEEKLY = 2
};

```

Field	Description
SCHEDULE_MODE_NONE	Do not use predefined gate access rule
SCHEDULE_MODE_DAILY	The rule works the same way on every weekday
SCHEDULE_MODE_WEEKLY	The rule works on specified weekday only

```

struct KindSchedule{
    enumScheduleMode Mode;
};

```

```

char ScheduleName[16];
unsigned short ScheduleNameCode;
DailyScheduleSchedule[7];
char recv[32];
};

```

Field	Description
Mode	Rule mode
ScheduleName	Rule name
ScheduleNameCode	Rule index. Must be unique, see <a href="#">ScheduleMode</a>
Schedule	Time parameter open the gate. If Mode==SCHEDULE_MODE_DAILY, only Schedule[0] are read. If Mode==SCHEDULE_MODE_WEEKLY, Schedule[0] to Schedule[6] is corresponding to Monday to Sunday
recv	Reserved

See also:

[HA\\_GetScheduleModeCfg](#)

[HA\\_SetScheduleModeCfg](#)

## Holiday Setting

```

structFestivalItem {
char festival_desc[32];
unsigned int term_start;
unsigned int term_end;
char res[32];
};

```



Field	Description
festival_desc	Holiday name
term_start	Holiday start time, seconds from epoch time
term_end;	Holiday end time, seconds from epoch time

```

struct ScheduleFestival{
    unsigned int festival_num;
    FestivalItem festival_item[15];
};

```

Field	Description
festival_num	Holidays array length, max 15
festival_item	Configure for a single holiday

See also:

[HA\\_SetScheduleFestival](#)

[HA\\_GetScheduleFestival](#)

## Platform Integration Config

```

struct PlatformAccess{
    unsigned char enable;
    char ID [67] ;
    union {
        Platform0 form0;
        Platform1 form1;
        Platform2 form2;
        char resv[1024];
    };
};

```

Field	Description
enable	Enable or disable 0: disable 1: enable
ID	ID 000001:public 000002:Jigong

	000003:Chengdu House & Construction department platform
form0	000001
form1	000002
form2	000003
resv	reserved

```

struct Platform0{
    unsigned intsynInterval;
    char serverUrl[128];
    char resv[892];
};

```

Field	Description
synInterval	Sync interval
serverUrl	Server url
resv	Reserved

```

struct Platform1{
    unsigned int synInterval;
    char serverUrl[128];
    char personSynUrl[128];
    char signUploadUrl[128];
    char resv[636];
};

```

Field	Description
synInterval	Sync interval
serverUrl	Server url
personSynUrl	Person sync url
signUploadUrl	Sign in upload url
resv	Reserved

```

struct Platform2{
    unsigned intsynInterval;
    char serverUrl[128];
    char personSynUrl[128];
    char signUploadUrl[128];
    char personDeleteUrl[128];
    char manageFeedBackUrl[128];
    unsigned char key[8];
    char resv[372];
};

```

Field	Description
synInterval	Sync interval
serverUrl	Server url
personSynUrl	Person sync url
signUploadUrl	Sign in upload url
personDeleteUrl	Person delete request url
manageFeedBackUrl	Feedback url
Key	Encryption key
resv	Reserved

See also:

[HA\\_GetPlatformAccessParam](#)

[HA\\_SetPlatformAccessParam](#)

## Update Server Parameter

```

struct UpdataServerParam
{
    char enable;
    char addrtype;
    unsigned short port;
    char ip[64];
    char URL[60];
    char resv[128];
};

```

Field	Description
enable	Remote upgrade enable or disable 0: disable Non-zero: enable
addrtype	Address type 0:IP 1: domain name
port	Port number
ip	Ip
URL	url
resv	Reserved

See also:

[HA\\_GetUpdataServerParam](#)

## 4G Signal Status

```
struct FourthGInfo{
    int FGModuleReady;
    int SIMReady;
    int MCC;
    int MCN;
    char dataCap[16];
    char ICCID[32];
    char IMSI[32];
    int signalStrength;
    int connected;
    char resv[256];
};
```

Field	Description
FGModuleReady	4G module ready status 0: not ready Non-zero: ready
SIMReady	SIM ready status 0: not ready Non-zero: ready
MCC	MobileCountryCode
MCN	Mobile operator code: China mobile: 0, 2, 7 China unicom:1, 6, 9 China telecom:3, 5, 11
dataCap	LTE etc
ICCID	ICCID
IMSI	IMSI
signalStrength	Signal strength
connected	Connected or not
resv	reserved

See also:

[HA\\_Get4GInfo](#)

## Wifi Info

```
struct WifiSignal
{
    char ssid[36];
    unsigned int frequency;
    int rssi;
    char mac[20];
    char encryptMethod[256];
    int speed;
};
```

Field	Description
ssid	Wifissid name
frequency	Frequency 2.4G or 5G
rssi	rssi 2.4G: from -126 up to 0 5G: from 156 up to 200
mac	MAC
encryptMethod	Encryption method
speed	Connection speed

See also:

[HA SearchWifi](#)

## Capture Record Storage

```
struct CapacityHistory
{
    int maxCapacity;
    int uploadedNum;
    int unUploadedNum;
    int totalNum;
    char resv[32];
};
```

Field	Description
maxCapacity	Capacity of store capture record

uploadedNum	Count of uploaded record
unUploadedNum	Count of not uploaded record
totalNum	Current count of record
resv	Reserved

See also:

[HA\\_QueryCapacityHistory](#)

## Face Database Storage

```
struct StorageCapacity
{
    int maxCapacity;
    int whiteListNum;
    int blackListNum;
    int normalListNum;
    int totalNum;
    char resv[32];
};
```

Field	Description
maxCapacity	Capacity of face database
whiteListNum	Count of registered whitelisted face
blackListNum	Count of registered blacklisted face
normalListNum	Count of registered normal face
totalNum	Total count of registered face
resv	Reserved

See also:

[HA\\_StorageCapacity](#)

## Camera Storage Info

```
struct MemoryInfor
{
    unsigned int SDCardTotalSize;
    unsigned int SDCardUsedSize;
    unsigned int EMMCTotalSize;
    unsigned int EMMCUsedSize;
    char resv[64];
};
```

```
};
```

Field	Description
SDCardTotalSize	Capacity of SD card inKB
SDCardUsedSize	Used capacity of SD card in KB
EMMCTotalSize	Capacity of EMMC in KB
EMMCUsedSize	Used capacity of EMMC in KB
resv	Reserved

See also:

[HA\\_QuerySDCardInfoEx](#)

## Data Modification Flag

```
enumParsonDataFlags
{
    DATA_FLAG_NULL           = 0x0,
    DATA_FLAG_NAME           = 0x1,
    DATA_FLAG_ROLE           = 0x1 << 1,
    DATA_FLAG_WG             = 0x1 << 2,
    DATA_FLAG_EFFET          = 0x1 << 3,
    DATA_FLAG_EFFECTSTART    = 0x1 << 4,
    DATA_FLAG_SCHEDULE       = 0x1 << 5,
    DATA_FLAG_USERPARAM      = 0x1 << 6,
    DATA_FLAG_NORM_IMAGE     = 0x1 << 7,
    DATA_FLAG_REG_IMAGES     = 0x1 << 8,
};
```

Field	Description
DATA_FLAG_NULL	none
DATA_FLAG_NAME	name
DATA_FLAG_ROLE	category
DATA_FLAG_WG	Wiegand
DATA_FLAG_EFFET	Valid from
DATA_FLAG_SCHEDULE	Schedule rule
DATA_FLAG_USERPARAM	User-defined parameter
DATA_FLAG_NORM_IMAGE	Normalized image
DATA_FLAG_REG_IMAGES	Register image

See also:

[HA\\_QuerySDCardInfoEx](#)

```
struct SipRoomIdGroup
{
    char roomId[64];
    char sipNum[128];
};
```

Field	Description
roomId	Room number
sipNum	Sipnumber

See also:

[HA\\_CamSipAddRoomId](#)

## SIP Call Event

```
enumSIPEventCall
{
    SIP_EVENT_CALL_CLOSED = 0,
    SIP_EVENT_CALL_RING   = 1,
    SIP_EVENT_CALL_RINGING= 2,
    SIP_EVENT_CALL_REJECT = 3,
    SIP_EVENT_CALL_ANSWERD= 4,
    SIP_EVENT_CALL_INVITE = 5,
    SIP_EVENT_CALL_INVITE_ANSWERD = 6
};
```

Field	Description
SIP_EVENT_CALL_CLOSED	Call end
SIP_EVENT_CALL_RING	Call start
SIP_EVENT_CALL_RINGING	Ringling
SIP_EVENT_CALL_REJECT	Rejected
SIP_EVENT_CALL_ANSWERD	Answered
SIP_EVENT_CALL_INVITE	Invited
SIP_EVENT_CALL_INVITE_ANSWERD	Invited answered

See also:

[HA\\_SIPCallEventCb\\_t](#)



## Face Matching Fail Reason

```
enumMatchFailedReasons
{
    MATCH_FAILED_NULL                = 0,
    MATCH_FAILED_NOT_WHITE           = -2,
    MATCH_FAILED_EXPIRE              = -3,
    MATCH_FAILED_UN_CHEduLES        = -4,
    MATCH_FAILED_FESTIVAL            = -5,
    MATCH_FAILED_ABN_TEMPERATURE    = -6,
    MATCH_FAILED_MASK                = -7,
    MATCH_FAILED_WITHOUT_HAT         = -8,
    MATCH_FAILED_INVAILED_CARD      = -9,
    MATCH_FAILED_UMMATCHED_ID       = -10,
    MATCH_FAILED_NOAUTH              = -11
};
```

Field	Description
MATCH_FAILED_NULL	none
MATCH_FAILED_NOT_WHITE	restricted
MATCH_FAILED_EXPIRE	expired
MATCH_FAILED_UN_CHEduLES	Not in schedule time
MATCH_FAILED_FESTIVAL	holiday
MATCH_FAILED_ABN_TEMPERA TURE	Temperature too high
MATCH_FAILED_MASK	maskless
MATCH_FAILED_WITHOUT_HAT	No helmet
MATCH_FAILED_INVAILED_CA RD	Card not registered
MATCH_FAILED_UMMATCHED_I D	Face doesn't match id
MATCH_FAILED_NOAUTH	unauthorized

## Error Code

Error code	value	Description
ERR_NONE	0	No errors

ERR_INVALID_PARAM	-1	Illegal value
ERR_TIMEOUT	-2	Response timeout
ERR_SEND_BUF_FULL	-3	Send cache full
ERR_SYS_NOT_MATCH	-4	retain
ERR_UNCONNECTED	-5	Camera not connected
ERR_SNAPSHOT_UNAVAILABLE	-6	Screenshot failed
ERR_JPEG_ENCODE_ERROR	-7	JPEG decoding failed
ERR_BUF_TOO_SMALL	-8	Insufficient cache space
ERR_CANCEL	-9	retain
ERR_UNABLE_TO_OPEN_FILE	-10	File open failed
ERR_DEVICE_NOT_SUPPORTED	-11	Device not supported
ERR_COUNT_INVALID	-12	Reserved
ERR_OUT_PUT_OF_ARRAY	-13	Reserved
ERR_GET_FACE_FEATURE	-14	The face feature extraction failed, so it is necessary to ensure that there is only one face in the image
ERR_FACE_ID_REPEAT	-15	Failed to add personnel, personnel ID is repeated
ERR_FACE_ID_NOT_EXISTS	-16	Failed to modify face feature, no corresponding ID found
ERR_GET_FACE_INIT	-17	Face extractor is not initialized. Please call ha_Initfacemodel initialization
ERR_GET_FACE_ID	-18	No current record
ERR_SERIAL_INDEX	-19	Wrong serial number, only ha is supported at present_SERIAL_RS485 and ha_SERIAL_RS232
ERR_SYSTEM_REBOOT	-20	System restart failed
ERR_APP_REBOOT	-21	Failed to restart application
ERR_ENCODE_JPG	-22	Failed to compress image
ERR_FACES_NUM	-23	Maximum support for 5 images by a single person
ERR_IMAGE_DECODE	-24	Image decoding failed
ERR_IMAGE_SIZE	-25	The image is too large, and the width and height of JPG image sent to the camera cannot exceed 128x128
ERR_IMAGE_PATH	-26	The file does not exist. Please check the picture path is correct

ERR_SAVE_IMG_NUM	-27	Currently, only one template image is supported in the camera. Pictureflags must be $\leq 1$
ERR_PTZ_CTRL	-28	The cloud platform control that is not supported currently supports only 5: Zoom (zoom in) 6: Zoom (zoom out) 7: focus (close) 8: focus (pull away)
ERR_PTZ_CTRL_MODE	-29	Unsupported control mode, 1: one motion 2: start 3: stop
ERR_UPPER_LIMIT	-31	The number of personnel has reached the maximum
ERR_PROTOCOL_VER	-32	Protocol version does not match. Please confirm the SDK and camera firmware version
ERR_REQUEST_CMD	-33	Unsupported operation request
ERR_PACKET_DATA	-34	Request packet contains illegal fields
ERR_AUTH_FAILED	-35	Authentication failed
ERR_WRITE_DATA	-36	Write data failed
ERR_READ_DATA	-37	Failed to read data
ERR_TWIST_FACE	-38	Normalized image failed
ERR_EXTRACT_FEATURE	-39	Failed to extract feature
ERR_MIN_FACE	-40	Face size is too small, and the face profile must be greater than $96 * 96$
ERR_QVALUE_TOO_SMALL	-41	The quality of the portrait is too poor to meet the registration conditions
ERR_INVALID_SYNC_MODE	-42	Invalid synchronization operation
ERR_WG_QUERY_MODE	-43	Wegenka number does not support fuzzy query
ERR_SYSTEM_BUSY	-44	Operating system busy
ERR_VERSION_MATCH	-45	Version mismatch
ERR_TOO_MUCH_FACE	-46	The number of faces in the image is less than 1
ERR_FACE_INCOMPLETE	-47	Incomplete face in image
ERR_ANGLE_PITCH	-48	Face pitch angle too large
ERR_ANGLE_YAW	-49	Face side angle too large
ERR_ANGLE_ROLL	-50	Face is not correct

ERR_MOUTH_OPEN	-51	Too much mouth opening
ERR_YINYANG_FACE	-52	Uneven illumination
ERR_VISIBLE_TARGET	-54	No visible targets specified were checked out
ERR_INFRARED_TARGET	-55	No infrared targets specified were checked out
ERR_ABERRATION_TOO_BIG	-56	Visible light infrared aberration too large
ERR_REPLYCODE_FEATURE_VERSION	-60	Feature data version mismatch
ERR_LACK_TWISTIMGE	-61	Missing normalized image
ERR_FUNC_AUTH	-70	Function authorization failed
ERR_FUNC_AUTHORIZED	-71	Feature authorized
ERR_UN_AUTH	-72	Function not authorized
ERR_4GINFO	-75	4G module error
ERR_PING_BLOCK	-76	Ping command error
ERR_UNKNOWN	-1000	unknown error

## 4 Functions

### 4.1 SDK Initialization

HASDK\_API void HA\_Init();

Description:  
SDK initialization

Note:  
Initialize the SDK by calling HA\_Init() or HA\_InitEx() only once

#### HA\_InitEx

HASDK\_API void HASDK\_CALL HA\_InitEx(unsigned int maxCamNum);

Description:  
SDK initialization

Arguments:

Argument	Description	In/Out
----------	-------------	--------

maxCamNum	0 by default	In
-----------	--------------	----

Note:

Initialize the SDK by calling HA\_InitEx() or HA\_Init() only once

### HA\_InitFaceModel

```
HASDK_API int HASDK_CALL HA_InitFaceModel(const char *modelDir);
```

Description:

Initialize the face model

Arguments:

Argument	Description	In/Out
modelDir	path to the model	In

Returns:

Value	Description
0	success
-1	fail

Note:

Fail to initialize the face model will result in all person registering related function errors. SDKv0.9.7 and later versions must import model files

## 4.2 SDK Cleanup

### HA\_DeInit

```
HASDK_API void HASDK_CALL HA_DeInit();
```

Description:

Clean up SDK and release resources

Note:

Should be called only once

## 4.3 Device Configuration

### 4.3.1 SDK Version

#### HA\_GetVersion

```
HASDK_API int HASDK_CALL  
HA_GetVersion(structHaSdkVersion*version);
```

Description:

Get SDK version

Arguments:

Argument	Description	In/Out
version	SDK version	Out

Returns:

Value	Description
0	Success
-1	fail

#### HA\_VersionToInt

```
HASDK_API int HASDK_CALL HA_VersionToInt(char *version);
```

Description:

Convert SDK version to int

Arguments:

Argument	Description	In/Out
version	SDK version Format: %02d.%02d.%02d	In

Returns:

Value	Description
0	Success
-1	Fail

## HA\_VersionCheck

```
HASDK_API int HASDK_CALL HA_VersionCheck(  
    structHaSdkVersion* sdkVersion,  
    structSystemVersionInfo* systemVersion  
);
```

### Description:

Check if system version matches SDK version

### Arguments:

Argument	Description	In/Out
sdkVersion	SDK version	In
systemVersion	System version	In

### Returns:

Value	Description
0	match
Non-zero	See error code

## 4.3.2 Firmware Info

### Camera Diagnose

#### HA\_GetReq\_DiaGgnose

```
HASDK_API int HASDK_CALL HA_GetReq_DiaGgnose(  
    structHA_Cam* cam,  
    char* json,  
    int *jsonLen  
);
```

### Description:

Get diagnostic info from camera

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
json	Buffer to receive json	Out
jsonLen	Length of the buffer	Out

Returns:

Value	Description
0	success
Non-zero	See error code

Note:

The buffer must be > 5 KB

## Camera System Info

### HA\_GetFaceSystemVersionEx

```
HASDK_API int HASDK_CALL HA_GetFaceSystemVersionEx(  
structHA_Cam *cam,  
structSystemVersionInfo *version  
);
```

Description:

Get system version info from camera

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
version	The buffer to receive version info	Out

Returns:

Value	Description
0	Success
Non-zero	See error code

## Camera System Time

### HA\_GetSystemTime

```
HASDK_API int HASDK_CALL HA_GetSystemTime(  
structHA_Cam *cam,  
structSystemTime *sysTime  
);
```

Description:



Get current system time from camera

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
sysTime	System time	Out

Returns:

Value	Description
0	Success
Non-zero	See error code

### HA\_SetSystemTime

```
HASDK_API int HASDK_CALL HA_SetSystemTime(  
structHA_Cam *cam,  
structSystemTime *sysTime  
);
```

Description:

Set system time of camera

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
sysTime	System time	In

Note:

无

Example:

```
SystemTimesystemtime;  
strcpy(systemtime.date, "2018/8/8");//the date  
strcpy(systemtime.time, "15:50:05");//the time  
systemtime.time_zone = 8; //time zone, GMT+8  
int ret = HA_SetSystemTime(  
    g_cam[Using_cam].cam, //Handle to camera  
    &systemtime  
);  
if (ret == ERR_NONE) {  
    printf("success");  
}
```

### 4.3.3 Face Recognition Parameter

#### HA\_SetFaceCheckEnable

```
HASDK_API int HASDK_CALL HA_SetFaceCheckEnable(int onoff);
```

#### Description:

Enable or disable face image validation before registration

#### Arguments:

Argument	Description	In/Out
onoff	0: disable Non-zero: enable	In

#### Returns:

Always returns 0

#### Face Detection Rectangle

#### HA\_GetDetectRect

```
HASDK_API int HASDK_CALL HA_GetDetectRect(  
structHA_Cam* cam,  
structha_rect* rect  
);
```

#### Description:

Get region of interest (ROI) of face recognition of camera

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rect	The roi	Out

#### Returns:

Value	Description
0	Success
Non-zero	error code

## HA\_SetDetectRect

```
HASDK_API int HASDK_CALL HA_SetDetectRect(  
    structHA_Cam* cam,  
    structha_rect* rect  
);
```

Description:

Set region of interest (ROI) of face recognition for the camera

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rect	The roi	In

Returns:

Value	Description
0	Success
Non-zero	Error code

Note:

Face recognition outside the ROI is disabled.

## Face Detect Min Rectangle

### HA\_GetFaceDetectMinRect

```
HASDK_API int HASDK_CALL HA_GetFaceDetectMinRect(  
    structHA_Cam* cam,  
    unsignedint*size);
```

Description:

Get the minimal face detect region

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
size	The minimal face detect region = size*size	Out

## HA\_SetFaceDetectMinRect

```
HASDK_API int HASDK_CALL HA_SetFaceDetectMinRect(  
structHA_Cam* cam,  
unsignedintsize);
```

### Description:

Set the minimal face detect region

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
size	The minimal face detect region = size*size	In

### Note:

If the face area is smaller than the specified minimum detection size, it will be ignored.

## Face Angle Filtering

### HA\_GetValidAngleEnable

```
HASDK_API int HASDK_CALL HA_GetValidAngleEnable(  
structHA_Cam* cam,  
char *angle,  
char *enable  
);
```

### Description:

Get face to camera angle filtering value

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
angle	The angle (0-90)	Out
enable	Enable or disable 0: disable 1: enable	Out

## HA\_SetValidAngleEnable

```
HASDK_API int HASDK_CALL HA_SetValidAngleEnable(  
structHA_Cam* cam,  
char *angle,  
charenable  
);
```

### Description:

Set face to camera angle filtering value

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
angle	The angle (0-90)	In
enable	Enable or disable 0: disable 1: enable	In

### Note:

If the face to camera angle is bigger than specified value, it will be ignored

## Face Image Quality Threshold

### HA\_GetQvalueThresholdEnable

```
HASDK_API int HASDK_CALL HA_GetQvalueThresholdEnable(  
structHA_Cam* cam,  
char *threshold,  
char *enable  
);
```

### Description:

Get the value indicating whether the image quality threshold is enabled

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
threshold	The threshold value	Out

	(0-100)	
enable	Enable or disable 0: disable 1: enable	Out

### HA\_GetQvalueThresholdEnable

```
HASDK_API int HASDK_CALL HA_SetQvalueThresholdEnable(
structHA_Cam* cam,
char *threshold,
char *enable
);
```

#### Description:

Enable or disable image quality threshold

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
threshold	The threshold value (0-100)	In
enable	Enable or disable 0: disable 1: enable	In

#### Note:

If enabled, the image of which quality is lower than the specified value will be ignored for face detection.

### Face Matching Confidence Score

#### HA\_GetMatchScore

```
HASDK_API int HASDK_CALL HA_GetMatchScore(
structHA_Cam* cam,
int *score
);
```

#### Description:

Get the face matching confidence score

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
score	The confidence score (0-100)	Out

### HA\_SetMatchScore

```
HASDK_API int HASDK_CALL HA_SetMatchScore(
    structHA_Cam* cam,
    int *score
);
```

#### Description:

Set face matching confidence score

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
score	The confidence score (0-100)	In

#### Note:

The matching score that is smaller than the specified value is considered failed matching

## Face Capture Output Control

### HA\_GetOutputCtl

```
HASDK_API int HASDK_CALL HA_GetOutputCtl(
    structHA_Cam* cam,
    int *ctl
);
```

#### Description:

Get the output options of face recognition result

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ctl	Output configure	Out

	0: no image 1: full image 2: close-up 4: match template image 8: feature data 16: debug image	
--	--	--

### HA\_SetOutputCtl

```
HASDK_API int HASDK_CALL HA_SetOutputCtl(
  structHA_Cam* cam,
  int ctl
);
```

Description:

Set output options of face recognition result

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ctl	Output options (bitwise OR operation is supported) 0: none 1: full image 2: close-up 4: template image 8: feature data 16: debug image	In

### Face Matching Enable

#### HA\_GetMatchEnable

```
HASDK_API int HASDK_CALL HA_GetMatchEnable(
  structHA_Cam* cam,
  int *enable
);
```

Description:

Get whether face matching is enabled

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In



enable	Value indicating whether face matching is enabled 0: disabled 1: enabled	Out
--------	--	-----

### HA\_SetMatchEnable

```
HASDK_API int HASDK_CALL HA_SetMatchEnable(
    structHA_Cam* cam,
    int enable
);
```

#### Description:

Enable or disable face matching

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether enable face matching 0: disable 1: enable	In

### Liveness Detection Enable (binocular version only)

#### HA\_GetAliveDetectEnable

```
HASDK_API int HASDK_CALL HA_GetAliveDetectEnable(
    structHA_Cam* cam,
    int *enable
);
```

#### Description:

Get the value indicating whether liveness detection is enabled

#### Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
enable	Value indicating whether liveness detection is enabled 0: disabled 1: enabled	Out

### HA\_SetAliveDetectEnable

```
HASDK_API int HASDK_CALL HA_SetAliveDetectEnable(
structHA_Cam* cam,
int enable
);
```

#### Description:

Set whether enable liveness detection

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether liveness detection is enabled 0: disable 1: enable	In

### Body Temperature Detect (temperature detect module must be installed)

#### HA\_GetTemperaturEnable

```
HASDK_API int HASDK_CALL HA_GetTemperaturEnable(
structHA_Cam* cam,
int *enable
);
```

#### Description:

Get value indicating whether temperature detection is enabled

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In

enable	Value indicating whether temperature detection is enabled 0: disabled 1: enabled	Out
--------	--	-----

### HA\_SetTemperaturEnable

```
HASDK_API int HASDK_CALL HA_SetTemperaturEnable(
    structHA_Cam* cam,
    int enable
);
```

Description:

Set whether temperature detection is enabled

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether temperature detection is enabled 0: disabled 1: enabled	In

### Mask Detection

#### HA\_GetMaskInspectEnable

```
HASDK_API int HASDK_CALL HA_GetMaskInspectEnable(
    structHA_Cam* cam,
    int *enable
);
```

Description:

Get whether mask detection is enabled

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether mask detection is enabled 0: disable	Out

	1: enable	
--	-----------	--

### HA\_SetMaskInspectEnable

```
HASDK_API int HASDK_CALL HA_SetMaskInspectEnable(
    structHA_Cam* cam,
    int enable
);
```

#### Description:

Set whether mask detection is enabled

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether mask detection is enabled 0: disable 1: enable	In

### Gate Opening Temperature Threshold

#### HA\_SetTemperaturLimit

```
HASDK_API int HASDK_CALL HA_SetTemperaturLimit(
    structHA_Cam* cam,
    float temperatur,
    int enable
);
```

#### Description:

Set temperature threshold value for gate access control. Gate will not open for those people whose body temperature is higher than this value.

#### Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
temperatur	The body temperature threshold value	In
enable	Value indicating whether enable this function 0: disable 1: enable	In

### HA\_GetTemperaturLimit

```
HASDK_API int HASDK_CALL HA_GetTemperaturLimit(
    structHA_Cam* cam,
    float* temperatur,
    int* enable
);
```

Description:

Get the temperature threshold value for gate access control.

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
temperatur	The body temperature threshold value	Out
enable	Value indicating whether enable this function 0: disable 1: enable	Out

### Gate Open Mask Configuration

#### HA\_GetProhibitSafetyMask

```
HASDK_API int HASDK_CALL HA_GetProhibitSafetyMask(
    structHA_Cam* cam,
    int *enable
);
```

Description:

Get the value that indicates whether open the gate only if one

wears mask.

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value to disable/enable this feature 0: disable 1: enable	Out

### HA\_SetProhibitSafetyMask

```
HASDK_API int HASDK_CALL HA_SetProhibitSafetyMask(  
structHA_Cam* cam,  
int enable  
);
```

Description:

Enable or disable the feature that open the gate only if one wears mask.

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable 0: disable 1: enable	In

### Face Detect Auto Score

#### HA\_SetAutoScoreEnable

```
HASDK_API int HASDK_CALL HA_SetAutoScoreEnable(  
structHA_Cam* cam,  
int enable  
);
```

Description:

Use the confidence score that is adjusted automatically for facial recognition

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable 0: disable 1: enable	In

### HA\_GetAutoScoreEnable

```
HASDK_API int HASDK_CALL HA_GetAutoScoreEnable(  
structHA_Cam* cam,  
int* enable  
);
```

Description:

Get the value that indicates whether automatic confidence score is used

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enabled or disabled 0:disabled 1:enabled	Out

### Duplicated Face Detection

#### HA\_GetDereplicationConfig

```
HASDK_API int HASDK_CALL HA_GetDereplicationConfig(  
structHA_Cam* cam,  
int *enable,  
int *timeout  
);
```

Description:

Get whether duplication detection is enabled and the time span when recurrence of same person will be considered duplicated and thus only be recorded once.

Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
enable	Enable or disable 0:disable 1:enable	Out
timeout	The time span in seconds (1s~60s)	Out

## HA\_SetDereplicationEnable

```
HASDK_API int HASDK_CALL HA_SetDereplicationEnable(
    structHA_Cam* cam,
    int enable,
    int timeout
);
```

### Description:

Set whether duplication detection is enabled and the time span when recurrence of same person will be considered duplicated and thus only be recorded once.

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable 0:disable 1:enable	In
timeout	Time span (1s~60s)	In

## Registration Expiry Reminder

### HA\_GeteExpireAlarm

```
HASDK_API int HASDK_CALL HA_GeteExpireAlarm(
    structHA_Cam* cam,
    unsigned int *timeout
);
```

### Description:

Get the expiry reminder

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In



timeout	The time before the expiry time to send an reminder in seconds	Out
---------	--	-----

### HA\_SetExpireAlarm

```
HASDK_API int HASDK_CALL HA_GetExpireAlarm(
    structHA_Cam* cam,
    unsigned int timeout
);
```

Description:

Set the expiry reminder

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
timeout	The time before the expiry time to send an reminder in seconds	In

### Debug Mode

#### HA\_GetDebugEnabled

```
HASDK_API int HASDK_CALL HA_GetDebugEnabled(
    structHA_Cam* cam,
    int *enable
);
```

Description:

Get value indicating whether debug is enabled

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable 0: disable 1: enable	Out

#### HA\_SetDebugEnabled

```
HASDK_API int HASDK_CALL HA_SetDebugEnabled(
    structHA_Cam* cam,
    int enable
);
```

Description:

Enable or disable debug

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable 0: disable 1: enable	In

### 4.3.4 Camera Parameter Configuration

#### Reset Configuration

##### HA\_ResetFaceConfig

```
HASDK_API int HASDK_CALL HA_ResetFaceConfig(structHA_Cam*
cam);
```

Description:

Reset all config

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In

Note:

Network config remain unchanged

#### Get All Configuration

##### HA\_GetFaceSystemCfgEx

```
HASDK_API int HASDK_CALL HA_GetFaceSystemCfg(
    structHA_Cam* cam,
```

```
structFaceSystemConfig* cfg
);
```

Description:  
Get all configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	The configure parameter	Out

### HA\_SetFaceSystemCfgEx

```
HASDK_API int HASDK_CALL HA_SetFaceSystemCfg(
structHA_Cam* cam,
structFaceSystemConfig* cfg
);
```

Description:  
Set all configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	The configure parameter	In

### HA\_SetFaceAppParam

```
HASDK_API int HASDK_CALL HA_SetFaceAppParam(
structHA_Cam* cam,
conststructFaceAppParam* param
);
```

Description:  
Set face app configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	The configure parameter	In

## NTP Configuration

### HA\_GetNtpConfig

```
HASDK_API int HASDK_CALL HA_GetNtpConfig(  
    structHA_Cam* cam,  
    structNtpInfo*ntpInfo  
);
```

Description:  
Get ntp configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ntpInfo	Ntp info	Out

### HA\_SetNtpConfig

```
HASDK_API int HASDK_CALL HA_SetNtpConfig(  
    structHA_Cam* cam,  
    structNtpInfo*ntpInfo  
);
```

Description:  
Set ntp configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ntpInfo	Ntp info	In

## Network Configuration

### HA\_GetNetConfigEx

```
HASDK_API int HASDK_CALL HA_GetNetConfigEx(  
    structNetConfigEx* netConfigEx,  
    structNetConfigEx* netConfigEx
```

```

structHA_Cam* cam,
structSystemNetInfoEx* netInfo
);

```

Description:

Get network configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
netInfo	Network configure	Out

### HA\_SetNetConfigEx

```

HASDK_API int HASDK_CALL HA_SetNetConfigEx(
structHA_Cam* cam,
structSystemNetInfoEx* netInfo
);

```

Description:

Set network configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
netInfo	Network configure	In

## Update Server Configuration

### HA\_GetUpdataServerParam

```

HASDK_API int HASDK_CALL HA_GetUpdataServerParam(
struct HA_Cam* cam,
struct UpdataServerParam* param
);

```

Description:

Get update server configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
param	Update server parameter	Out

## HA\_SetUpdataServerParam

```
HASDK_API int HASDK_CALL HA_SetUpdataServerParam(  
    struct HA_Cam* cam,  
    struct UpdataServerParam* param  
);
```

Description:

Set update server parameter

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
param	Update server configure	In

## SD Card Info Query

### HA\_QuerySDCardInfo

```
HASDK_API int HASDK_CALL HA_QuerySDCardInfo(  
    HA_Cam* cam,  
    int* hasSDCard,  
    int* totalSize,  
    int* usedSize  
);
```

Description:

Get SD card info

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
hasSDCard	Whether SD card is installed 0: no 1: yes	Out
totalSize	Capacity (MB)	Out
usedSize	Use capacity (MB)	Out

## Storage Query

### HA\_QuerySDCardInfoEx

```
HASDK_API int HASDK_CALL HA_QuerySDCardInfoEx(
    HA_Cam* cam,
    MemoryInfor* infor
);
```

Description:

Get SD card info

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
infor	Sd card info	Out

## Format Storage

### HA\_FormatSDCard

```
HASDK_API int HASDK_CALL HA_FormatSDCard(HA_Cam *cam);
```

Description:

Format SD card

Note:

Send the command to format sd card (FAT32), the successful return from the function means the command is sent successfully, the whole format process takes some time to complete (about 2 minutes to format a 16GB sd card)

### HA\_FormatEMMC

```
HASDK_API int HASDK_CALL HA_FormatEMMC(HA_Cam *cam);
```

Description

Format EMMC

Note:

Send the command to format EMMC, the successful return from the function means the command is sent successfully, the whole format process takes some time to complete (about 2 minutes to format a 16GB sd card)

## 4.3.5 Live Video Stream Configuration

### Video Encoding Format

#### HA\_SetStreamFmt

```
HASDK_API void HASDK_CALL HA_SetStreamFmt(  
    structHA_Cam* cam,  
    int decodeFmt  
);
```

Description:

Set streaming format

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
decodeFmt	Format: 0: BGR24 Non-zero: RGB24	In

### Video Stream Enable

#### HA\_LiveStreamCtl

```
HASDK_API int HASDK_CALL HA_LiveStreamCtl(  
    structHA_Cam* cam,  
    int flag  
);
```

Description:

Enable or disable live streaming (enabled by default)

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
flag	Enable or disable 0: disable 1: enable	In

Note:

Works for current connection only



## Substream Parameter

### HA\_GetSubCodParam

```
HASDK_API int HASDK_CALL HA_GetSubCodParam(  
    struct HA_Cam* cam,  
    struct SubCodParam* param  
);
```

#### Description:

Get substream parameter

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
param	parameter	Out

#### Note:

Works for current connection only

### HA\_SetSubCodParam

```
HASDK_API int HASDK_CALL HA_SetSubCodParam(  
    struct HA_Cam* cam,  
    const struct SubCodParam* param  
);
```

#### Description:

Set substream parameter

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
param	The parameter	In

#### Note:

Works only for current connection only

## Start Receiving Video Stream

### HA\_StartStreamRv

```
HASDK_API void HASDK_CALL HA_StartStream(  
    structHA_Cam* cam,  
    HWND hWnd,  
    HA_DecodeImageCbEx tcb,  
    void*usrParam  
);
```

Description:  
Start streaming

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
hWnd	The handle to the window to render the video, null to disable video rendering	In
cb	the callback function, can be null	In

Note:

To add more than one video window, this function can be called repeatedly

The data is RGB decoded frame

### HA\_StopStreamEx

```
HASDK_API void HASDK_CALL HA_StopStreamEx(  
    structHA_Cam* cam,  
    HWNDhWnd  
);
```

Description:  
Stop video playing of specified window

Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
hWnd	The handle of the window	In

### HA\_StopStream

```
HASDK_API void HASDK_CALL HA_StopStream(structHA_Cam*
cam);
```

Description:

Stop all video stream of the camera

Note:

Stop all video playing of related window

### HA\_StopStreamEx1

```
HASDK_API void HASDK_CALL HA_StopStreamEx1(
structHA_Cam* cam,
HWND hWnd
);
```

Description:

Stop the infrared camera streaming in specified window

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
hWnd	The handle to the window to stop rendering video	In

### HA\_StopStream1

```
HASDK_API void HASDK_CALL HA_StopStream1(structHA_Cam*
cam);
```

Description:

Stop all infrared camera streaming

Note:

This function clears all registered window handles

## Draw Face Rectangle

### HA\_DrawFaceRects

```
HASDK_API void HASDK_CALL HA_DrawFaceRects(  
    structHA_Cam *cam,  
    structha_rect *rect,  
    int rect_num  
);
```

Description:

Draw face rectangles

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rect	The rectangle array	In
rect_num	Length of the rectangle array	In

### HA\_SetDrawRect

```
HASDK_API void HASDK_CALL HA_SetDrawRect(  
    structHA_Cam *cam,  
    structha_rect *rect  
);
```

Description:

Draw one rectangle

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rect	The rectangle to draw	In

### HA\_StartDrawRect

```
HASDK_API void HASDK_CALL HA_StartDrawRect(structHA_Cam  
*cam);
```

Description:

Start drawing face tracking rectangle

Note:

Enabled by default

### HA\_StopDrawRect

```
HASDK_API void HASDK_CALL HA_StopDrawRect(structHA_Cam*cam);
```

Description:

Stop drawing face tracking rectangle

### Image Quality

#### HA\_GetOutputImageQuality

```
HASDK_API int HASDK_CALL HA_GetOutputImageQuality(structHA_Cam* cam, int *quality);
```

Description:

Get output image jpg encoding quality

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
quality	Jpg quality (1-100)	Out

#### HA\_SetOutputImageQuality

```
HASDK_API int HASDK_CALL HA_SetOutputImageQuality(structHA_Cam* cam, int *quality);
```

Description:

Set output image jpg encoding quality

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
quality	Jpg quality (1-100)	In

## Distortion Correction

### HA\_GetDeformityCorret

```
HASDK_API int HASDK_CALL HA_GetDeformityCorret(  
structHA_Cam* cam,  
char* ldc_enable,  
int* ldc_ratio  
);
```

Description:

Get camera distortion correction parameter

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ldc_enable	Value indicating whether distortion correction is enabled. 0: disabled 1: enabled	Out
ldc_ratio	Correction parameter (-300-500)	Out

### HA\_SetDeformityCorret

```
HASDK_API int HASDK_CALL HA_SetDeformityCorret(  
structHA_Cam* cam,  
char* ldc_enable,  
int* ldc_ratio  
);
```

Description:

Set camera distortion correction parameter

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ldc_enable	Enable or disable correction 0: disable 1: enable Null: keep it unchanged	In
ldc_ratio	Correction parameter	In

	(-300-500) Null: keep it unchanged	
--	---------------------------------------	--

## Camera Max Exposure Time

### HA\_GetMaxExposure

```
HASDK_API int HASDK_CALL HA_GetMaxExposure(
    structHA_Cam* cam,
    short *max_exposure
);
```

Description:

Get max exposure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
max_exposure	The max exposure (0~100ms)	Out

### HA\_SetMaxExposure

```
HASDK_API int HASDK_CALL HA_SetMaxExposure(
    structHA_Cam* cam,
    shortmax_exposure
);
```

Description:

Set max exposure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
max_exposure	The max exposure (0-100ms)	In

## Camera Max Gain

### HA\_GetMaxGain

```
HASDK_API int HASDK_CALL HA_GetMaxGain(
    structHA_Cam* cam,
    short *max_gain
);
```

Description:  
Get max gain

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
max_gain	The max gain value (0~40DB)	Out

### HA\_SetMaxGain

```
HASDK_API int HASDK_CALL HA_SetMaxGain(
    structHA_Cam* cam,
    shortmax_gain
);
```

Description:  
Set max gain

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
max_gain	The max gain (0~40DB)	In

### Camera Contrast

#### HA\_GetContrast

```
HASDK_API int HASDK_CALL HA_GetContrast(
    structHA_Cam* cam,
    short *contrast
);
```

Description:  
Get contrast



Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
contrast	The contrast value (0~128)	Out

### HA\_SetContrast

```
HASDK_API int HASDK_CALL HA_SetContrast(  
    structHA_Cam* cam,  
    short contrast  
);
```

Description:

Set contrast

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
contrast	The contrast value (0~128)	In

### Camera Brightness

#### HA\_GetBrightness

```
HASDK_API int HASDK_CALL HA_GetBrightness(  
    structHA_Cam* cam,  
    unsignedchar *brightness  
);
```

Description:

Get brightness

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
brightness	The bright value (0~100)	Out

#### HA\_SetBrightness

```
HASDK_API int HASDK_CALL HA_SetBrightness(
    structHA_Cam* cam,
    unsignedchar brightness
);
```

Description:  
Get brightness

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
brightness	The brightness (0~100)	In

## Camera Saturation

### HA\_GetSaturation

```
HASDK_API int HASDK_CALL HA_GetSaturation(
    structHA_Cam* cam,
    unsignedchar *saturation
);
```

Description:  
Get saturation

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
saturation	The saturation value (0~255)	Out

### HA\_SetSaturation

```
HASDK_API int HASDK_CALL HA_SetSaturation(
    structHA_Cam* cam,
    unsignedchar saturation
);
```

Description:

Set saturation

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
saturation	The value (0~255)	In

## Video Rotation Angle

### HA\_GetVideoRotate

```
HASDK_API int HASDK_CALL HA_GetVideoRotate(  
structHA_Cam* cam,  
unsignedchar *rotate  
);
```

Description:

Get video rotation angle

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rotate	0: default value 1: 90 degree clockwise 2: 180 degree clockwise 3: 270 degree clockwise	Out

### HA\_SetVideoRotate

```
HASDK_API int HASDK_CALL HA_SetVideoRotate(  
structHA_Cam* cam,  
unsignedchar rotate  
);
```

Description:

Set video rotation angle

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rotate	0: default value 1: 90 degree clockwise 2: 180 degree clockwise 3: 270 degree clockwise	Out

## 4.4 Connect Camera

### 4.4.1 Discovery Camera IP

#### HA\_DiscoverIpscan

```
HASDK_API void HASDK_CALL HA_DiscoverIpscan();
```

#### Description:

Search camera in LAN

#### Note:

Turn off firewall before search.  
The result will be passed through callback function.

#### See also:

[HA\\_RegDiscoverIpscanCb](#)

### 4.4.2 Configure Camera IP

#### HA\_SetIpBymac

```
HASDK_API void HASDK_CALL HA_SetIpBymac(
  constchar* mac,
  constchar* ip,
  constchar* netmask,
  constchar* gateway
);
```

#### Description:

Set ip by MAC address

#### Arguments:

Argument	Description	In/Out
mac	MAC	In
ip	Ip	In
netmask	Netmask	In
gateway	Gateway	In

Note:

Configure ip doesn't require connection to the camera

### 4.4.3 Connect Camera

#### HA\_Connect

```
HASDK_API structHA_Cam* HASDK_CALL HA_Connect(
    constchar* ip,
    unsignedshort port,
    constchar* usrName,
    constchar* password,
    int* errorNum
);
```

Description:

Connect to camera, auto-reconnect is enabled by default

Arguments:

Argument	Description	In/Out
ip	Ip address	in
port	Port number, 9527 by default	in
usrName	User name If null value used, "admin" will be used	in
password	Password If null, "admin" will be used	in
errorNum	Error code	out

Returns:

Handle of camera

Note:

Use HA\_Connected to check if connected successfully

See also:

[HA\\_RegVerifyStatusCb](#)

[HA\\_RegConnectEventCbEx](#)

[HA\\_RegConnectEventCb](#)

Sample code:

```
interroNum;
HA_Cam* cam = HA_Connect(
    "192.168.0.111",
    9527, NULL, NULL, //for default user name and password, use
nullvalue
    &erroNum
); //connect to the camera
if(!HA_Connected(cam)) {
    printf("connect failed\n");
    return;
}
```

## HA\_ConnectEx

```
HASDK_API structHA_Cam* HASDK_CALL HA_ConnectEx(
    constchar* ip,
    unsignedshort port,
    constchar* usrName,
    constchar* password,
    int* errorNum,
    unsignedintchannel,
    int autoReconn
);
```

Description:

Connect to camera

Argument:

Argument	Description	In/Out
ip	IP address	In
port	Port number, fixed to 9527	In
usrName	User name	In

	If null, "admin" will be used	
password	password if null, "admin" will be used instead	In
errorNum	Error code	Out
channel	Channel number, pass 0	In
autoReconn	Value indicating whether auto-reconnect 0 : disable auto-reconnect 1: auto-reconnect	In

**Returns:**

Handle to the camera (if autoReconn=1)  
 Handle to the camera if success, otherwise null (if autoReconn = 0)

**Note:**

The extended version of HA\_Connect function  
 Setting autoReconn to 1 is recommended

**See also:**

- [HA\\_RegVerifyStatusCb](#)
- [HA\\_RegConnectEventCbEx](#)
- [HA\\_RegConnectEventCb](#)

### 4.4.4 Disconnect Camera

#### HA\_DisConnect

**Signature:**

```
HASDK_API void HASDK_CALL HA_DisConnect(structHA_Cam* cam);
```

**Description:**

Disconnect from camera

**Note:**

SDK cleanup function will release the handle automatically  
 If app only connect to one camera, calling this function when exiting the app is not necessary

## 4.4.5 Update Camera Login Info

### HA\_GetAuthEnableInfo

```
HASDK_API int HASDK_CALL HA_GetAuthEnableInfo(  
    HA_Cam* cam,  
    int *enable  
);
```

#### Description:

Get the value indicating whether login authentication is enabled

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether login authentication is enabled 0: disable 1: enable	Out

### HA\_SetAuthInfo

```
HASDK_API int HASDK_CALL HA_SetAuthInfo(  
    HA_Cam* cam,  
    constchar *user_name,  
    constchar *passwd,  
    structAuthParam*authInfo  
);
```

#### Description:

Enable or disable login authentication

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
user_name	current user name	In



passwd	Current password	In
authInfo	New login info	In

Note:

Setting new authentication info disconnect all connections, the SDK client that invokes the function reconnect automatically, other SDK clients need call [Connect](#) function with new login info

## 4.4.6 Connection Event Notification

### HA\_SetNotifyConnected

```
HASDK_API void HASDK_CALL HA_SetNotifyConnected(int notify);
```

Description:

Enable or disable connection event notification (disabled by default)

Arguments:

Argument	Description	In/Out
notify	0: disable 1: enable	In

See also:

[HA\\_RegConnectEventCbEx](#)

[HA\\_RegConnectEventCb](#)

## 4.4.7 SDK Authentication

### HA\_SetSDKPassword

```
HASDK_API int HASDK_CALL HA_SetSDKPassword(
const char* password
);
```

Description:

Set SDK password, this is the password set by calling

HA\_SetCamSDKPassword function.

Arguments:

Argument	Description	In/Out
password	SDK authentication password, which is used by camera side SDK functionality authentication	In

### HA\_SetCamSDKPassword

```
HASDK_API int HASDK_CALL HA_SetCamSDKPassword(  
struct HA_Cam* cam,  
const char* password  
);
```

Description:

Set camera side SDK authentication password

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
password	Sdk authentication password	In

Note:

By default, SDK password is not enabled on camera side.

Once the password is set, it can NOT be cleared or reset by configure tool. To reset the password, you have to contact dealer.

## 4.6 Registration Query

### 4.6.1 Query All Ids

#### HA\_GetAllPersonId

```
HASDK_API int HASDK_CALL HA_GetAllPersonId(  

```

```

structHA_Cam *cam,
char*PersonIdBuff,
constintBuffsize,
int* count,
int *total
);

```

Description:

Query all person ids registered

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
PersonIdBuff	Pointer to the buffer to receive the id (20 bytes for each id)	Out
Buffsize	The size of the buffer	In
count	Count of ids in the buffer	Out
total	Total number registered	Out

Note:

If the buffer is big enough to hold all ids, count is equals to total, otherwise count < total

## 4.6.2 Query Total Registration Count

**HA\_GetFaceIDTotal**

```
HASDK_API int HASDK_CALL HA_GetFaceIDTotal(HA_Cam* cam);
```

Description:

Query the total number of registration

Returns:

Value	Description
Any value >0	The total number
Other value	Error code

### 4.6.3 Query by Category

#### HA\_QueryByRole

```
HASDK_API int HASDK_CALL HA_QueryByRole(  
    HA_Cam* cam,  
    int role,  
    int page_no,  
    int page_size,  
    char featureFlags,  
    char imgFlags  
);
```

Description:

Query by person category

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
role	The category 0: white name 1: normal 2: black name -1: all above	In
page_no	1-based page number	In
page_size	Page size	In
featureFlags	Whether include feature data in the result 0: no 1: yes	In
imgFlags	Whether include image in the result 0: no 1: yes	In

Note:

Result is passed through callback function

See also:

[HA\\_RegFaceQueryCb](#)

## 4.6.4 Query by criteria

### HA\_QueryFaceEx

```
HASDK_API int HASDK_CALL HA_QueryFaceEx(  
HA_Cam* cam,  
int role,  
int page_no,  
int page_size,  
char featureFlags,  
char imgFlags,  
short condition_flag,  
short query_mode,  
struct QueryCondition* condition  
);
```

Description:

Query by criteria

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
role	category 0:white name 1:normal 2:black name -1:all	In
page_no	1-based page number	In
page_size	Page size	In
featureFlags	Whether include feature data 0:no 1:yes	In
imgFlags	Whether include image 0:no 1:yes	In
condition_flag	Flag indicating which field is enabled. see <a href="#">enumConditionFlag</a>	In
query_mode	Query mode 0: exact 1: fuzzy	In

condition	Query criteria	In
-----------	----------------	----

Note:

The result is passed by callback function

See also:

[HA\\_RegFaceQueryCb](#)

Example:

```

    QueryConditionQ_Condition; //query criteria
    memset(&Q_Condition,0,sizeof(QueryCondition)); //reset memory
//fuzzy query
    bool vague = ((CButton*)GetDlgItem(IDC_RADIO3))->GetCheck();
    CStringstr_id;
    short condition=0; //query criteria
    GetDlgItem(IDC_EDIT2)->GetWindowText(str_id);
    CStringstr_name;
    GetDlgItem(IDC_EDIT4)->GetWindowText(str_name);
    char* id=NULL;
    char* name=NULL;
    USES_CONVERSION;
    if(!str_id.IsEmpty()) {
        id = T2A(str_id.GetBuffer(0));
        condition |= QUERY_BY_ID; //set id flag, bitwise OR is supported
        strcpy(Q_Condition.faceID,id); //the ID to query
    }
    if(!str_name.IsEmpty()) {
        name = T2A(str_name.GetBuffer(0));
        condition |= QUERY_BY_NAME; //set name flag
        strcpy(Q_Condition.faceName,name); //the name to query
    }
    QueryFaceComplete = false; //query complete flag
    int ret = HA_QueryFaceEx(g_cam[Using_cam].cam, -1, 1, 100, -1, 1,
    condition, vague, &Q_Condition);
    //query result is pass through callback function, you register
    callback with HA_RegFaceQueryCb function
    if (ret == ERR_NONE) {
        while(!QueryFaceComplete) { //whether query is finished
            Sleep(500);
        }
    }
    printf("query finished\n");

```

## 4.6.5 Face Database Capacity Query

### HA\_StorageCapacity

```
HASDK_API int HASDK_CALL HA_StorageCapacity(  
    structHA_Cam *cam,  
    struct StorageCapacity*infor  
);
```

#### Description:

Query face template database capacity

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
infor	Pointer to buffer to receive result	Out

## 4.7 Registration

### Terms:

#### Feature data

A series of binary data of face features calculated from the registration image after algorithm processing inside the camera. During face comparison, we can quickly judge whether it is the same person or not through the feature data. The feature data extracted from the same face with different algorithm versions are different, so the feature data can only be extracted inside the camera, and can be extracted between cameras of the same algorithm version. The machine of a characteristic data is directly registered into the machine of B.

#### Normalized image

Before extracting features, the camera will first zoom the photo according to the face position, and map it to a fixed size image with only face. The normalized image can be extracted inside the camera or by using the SDK. Except for the new ev200 algorithm, all versions of normalized images can be registered with each other.

#### Abbreviated image

In order to reduce the data distribution during registration and reduce the memory occupation of camera face database, the original image of registration will not be stored in the camera. When storing personnel data, the original image will be cropped and scaled to a small resolution face abbreviated image for display only. Different from the normalized image, the thumbnail does not contain face details and will not participate in the comparison process. If there is no interface display requirement, the abbreviated image can be omitted.

**Note:**

The registration interface will take time to extract the normalized image. If the same registered image is distributed to multiple cameras, the normalized image can be extracted first and then the normalized image registration interface can be called. If the processor of the SDK operating environment is weak and the extraction time is high, the JPG image direct registration interface can be called.

### 4.7.1 Auto-clean Expired Registration

#### HA\_GetAutoCleanEnable

```
HASDK_API int HASDK_CALL HA_GetAutoCleanEnable(
    structHA_Cam* cam,
    int *enable
);
```

Description:

Get whether auto clean expired face registration is enabled

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enabled or disabled 0: disabled 1: enabled	Out

#### HA\_SetAutoCleanEnable

```
HASDK_API int HASDK_CALL HA_SetAutoCleanEnable(
```



```

structHA_Cam* cam,
int enable
);

```

Description:

Enable or disable auto clean expired face registration

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable 0: disable 1: enable	In

## 4.7.2 Register by Image Path

### HA\_AddJpgPaths

```

HASDK_API int HASDK_CALL HA_AddJpgPaths(
HA_Cam* cam,
structFaceFlags*faceID,
char *jpg[],
int img_count,
int picture_Flags
);

```

Description:

Register by image path

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
faceID	Face info	In
jpg	Array of image path (.jpg,.bmp, .png are supported)	In
img_count	the size of the array	In
picture_Flags	Value indicating whether download minimized image to camera	In

	0: no	
	1: yes	

**Note:**

Failed registration of either image will fail the function.  
The max size of image should be <= 10MB

**Example:**

```

FaceFlagsfaceID;
memset(&faceID, 0, sizeof(faceID)); //reset memory
strcpy(faceID.faceID, "123456"); //set face ID
strcpy(faceID.faceName, "Halle"); //set name
faceID.role = 1; //set category
char* jpg[5] = {NULL}; //max 5 images
jpg[0] = "1.bmp"; //image path
faceID.effectTime = 0xFFFFFFFF; //valid to time: never expire
int ret= HA_AddJpgPaths(g_cam[Using_cam].cam,&faceID,jpg,1,1);
if (ret == ERR_NONE) {
    printf("success");
}
else
    printf("fail,error code=%d\n", ret);

```

### 4.7.3 Register by Image Buffer

**HA\_AddJpgFaces**

```

HASDK_API int HASDK_CALL HA_AddJpgFaces(
    HA_Cam* cam,
    structFaceFlags*faceID,
    structFacelImage*imgs,
    int img_count,
    int picture_flags
);

```

**Description:**

Register by image buffer

**Arguments:**

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
faceID	Face info	In
imgs	Array of image buffer (.jpg, .bmp, .png are supported)	In
img_count	Size of array	In
picture_Flags	Value indicating whether download minimized image to camera 0: no 1: yes	In

**Note:**

Failed registration of either image will fail the function.  
The max size of image should be  $\leq 10\text{MB}$

**Example:**

```
FILE* fp = fopen("1.bmp", "rb");
if(!fp)
    return;
size_t size = _filelength(_fileno(fp)); //file size
unsignedchar *data = newunsignedchar[size]; //image buffer
fread(data, size, 1, fp);
fclose(fp);
FaceImageimg;
memset(&img, 0, sizeof(img));
img.img_fmt = 0; //non-bgr
img.img_len = size; //image size
img.img = data; //image buffer

FaceFlagsfaceID;
memset(&faceID, 0, sizeof(faceID));
strcpy(faceID.faceID, "123456"); //face id
strcpy(faceID.faceName, "Halle"); //name
faceID.role = 1; //category
faceID.effectTime = 0xFFFFFFFF; //valid to time: never expire

int ret= HA_AddJpgFaces(g_cam[Using_cam].cam,&faceID, &img,1,1);
if (ret == ERR_NONE) {
    printf("success");
}
```

```

else
    printf("failed, error code=%d\n", ret);

```

## HA\_AddFaces

```

HASDK_API int HASDK_CALL HA_AddFaces(
    HA_Cam* cam,
    structFaceFlags*faceID,
    structFacelImage*imgs,
    int img_count,
    int picture_flags
);

```

### Description:

Register by image buffer in RGB format

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
faceID	Face info	In
imgs	Image buffer array Only decoded RGB data is supported	In
img_count	Size of array	In
picture_Flags	Value indicating whether download minimized image to camera 0: no 1: yes	In

### Note:

Failed registration of either image will fail the function.  
Only decoded RGB data is supported

## 4.7.4 Update Registration

### HA\_JpgPathsEx

```

HASDK_API int HASDK_CALL HA_JpgPathsEx(
    HA_Cam* cam,
    int type,
    struct FaceFlags *faceID,
    char *jpg[],
    int img_count,
    int picture_Flags,
    struct ErrorFacelImage *err_imgs,
    int *err_imgs_count
);

```

**Description:**

Update or register by image path

The function is considered success if either one image is registered or updated successfully

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
type	Value indicating what function to perform 0: register 1: update	In
faceID	Face info	In
jpg	Array of image path (.jpg, .bmp, .png are supported)	In
img_count	Size of image path array	In
picture_Flags	Whether download minimized image to camera 0: no 1: yes	In
err_imgs	Error code array for image	Out
err_imgs_count	Size of error code array	Out

**Example:**

```

char* patch[5] = {NULL}; //image path array
patch[0] = "1.jpg";
patch[1] = "1.bmp";
patch[2] = "1.png";

```

```

int ret = 0;
FaceFlags faceID;
memset(&faceID, 0, sizeof(faceID)); //reset memory
strcpy(faceID.faceID, "123456"); //face ID
strcpy(faceID.faceName, "Halle"); //name
faceID.role = 1; //category
faceID.effectTime = 0xFFFFFFFF; //valid to: never expire
int type = 0; //action, 0: register 1: update
ErrorFacelImage errimgs;
memset(&errimgs, 0, sizeof(errimgs)); //reset memory
int errimgcount=0; //error code array size
ret= HA_JpgPathsEx(g_cam[Using_cam].cam, type,&faceID,
patch,3,1, &errimgs, &errimgcount);
if (ret == ERR_NONE) {
    printf("success");
}
else
    printf("fail, error code=%d\n", ret);
for (inti = 0; i<errimgcount; i++) {
    printf("image index =%d,error code=%d \n", errimgs.img_seq,
errimgs.err_code);
}

```

### HA\_JpgFacesEx

```

ASDK_API int HASDK_CALL HA_JpgFacesEx(
HA_Cam* cam,
int type,
struct FaceFlags* faceID,
struct FacelImage* imgs,
int img_count,
int picture_flags,
struct ErrorFacelImage *err_imgs,
int *err_imgs_count
);

```

#### Description:

Update or register by image path  
The function will succeed if either one image is registered or updated successfully

#### Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
type	action 0: register 1: update	In
faceID	Face info	In
imgs	Array of image path (.jpg, .bmp, .png are supported)	In
img_count	Size of image path array	In
picture_Flags	Whether download minimized image to camera 0: no 1: yes	In
err_imgs	Error code array	Out
err_imgs_count	Size of error code array	Out

### HA\_FacesEx

```
HASDK_API int HASDK_CALL HA_FacesEx(
    HA_Cam* cam,
    int type,
    structFaceFlags*faceID,
    structFacelImage*imgs,
    int img_count,
    int picture_flags,
    structErrorFacelImage*err_imgs,
    int *err_imgs_count
);
```

#### Description:

Register or update by RGB data  
The function succeed if either one image succeed

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
type	action 0: register 1: update	In
faceID	Face info	In
imgs	Image data array	In

	Only support decoded RGB data	
img_count	Size of image data array	In
picture_Flags	Whether download minimized image to camera 0: no 1: yes	In
err_imgs	Error code array	Out
err_imgs_count	Size of error code array	Out

Note:

Only support decoded RGB data

#### 4.7.5 Delete Registration

##### HA\_DeleteFaceDataByPersonID

```
HASDK_API int HASDK_CALL HA_DeleteFaceDataByPersonID(
    HA_Cam* cam,
    constchar* personID
);
```

Description:

Delete registration by id

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
faceID	The registration with the id to delete	In

##### HA\_DeleteFaceDataByPersonRole

```
HASDK_API int HASDK_CALL HA_DeleteFaceDataByPersonRole(
    HA_Cam* cam,
    int role
);
```

Description:



## Delete registration by category

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
role	Registration of category to delete	In

Note:

All registration with the specified category will be deleted. The deletion progress can be notified through [HA\\_RegFaceDeleteProgressCb](#) callback function.

See also:

[HA\\_RegFaceDeleteProgressCb](#)

### HA\_DeleteFaceDataAll

```
HASDK_API int HASDK_CALL HA_DeleteFaceDataAll(HA_Cam* cam);
```

Description:

Delete all registration.

Note:

The deletion progress can be notified through [HA\\_RegFaceDeleteProgressCb](#) callback function.

See also:

[HA\\_RegFaceDeleteProgressCb](#)

## 4.7.6 Compound Registration

### HA\_FaceSyncInterface

```
HASDK_API int HASDK_CALL HA_FaceSyncInterface(  
HA_Cam* cam,  
structFaceFlags*faceID,  
structFacelImage*imgs,  
int img_count,  
int picture_flags,
```

```

int syncFlag
);

```

**Description**

The general function that can update, register and delete face

**Arguments:**

Argument	Description:	In/Out
cam	Handle to camera	In
faceID	Face info	In
imgs	Image data array Only decoded RGB data is supported	In
img_count	Size of image array	In
picture_Flags	Whether download minimized image to camera 0: no 1: yes	In
syncFlag	Value indicating what action to perform 1: register 2: update 3: delete	In

**Note:**

For deletion, only id field is required

### 4.7.7 Normalized Image Registration

**HA\_FacePacketSync**

```

HASDK_API int HASDK_CALL HA_FacePacketSync(
HA_Cam* cam,
structFaceFlags*faceID,
structFaceFeature* feature,
structFacelImage* twist_imgs,
int twist_num,
structFacelImage*imgs,

```

```
int img_num
);
```

**Description:**

Register with normalized image

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
faceID	Face id	In
feature	Feature data, can be null	In
twist_imgs	Normalized images	In
twist_num	Count of normalized images	In
imgs	Face images	In
img_num	Coun of face images	In

**Note:**

This function does not extract features directly, and it takes a short time to register the normalized graphics or feature data

To extract normalized image, see extract face feature / normalized image

When register to multiple cameras, you can extract features before calling this function to register to avoid multiple extraction features

**Example:**

```
HA_Cam* cam = g_cam[Using_cam].cam; // the handle to connected camera
```

```
unsignedchar jpg[1024 * 100];
unsignedchar feature_image[1024 * 110];
unsignedchar face_img_jpg[1024 * 10];
unsignedchar twist_image_buff[1024 * 70];
int face_jpg_len = 1024 * 10;
int feature_size = 1024 * 110;
```

```
FILE* fp = fopen("./1.jpg", "rb");
if (fp == NULL) {
```

```

        return;
    }
    int jpg_len = fread(jpg, 1, 1024 * 100, fp);
    fclose(fp);

    int ret = HA_GetJpgFeatureImageNew(jpg, jpg_len, feature_image, &feature_size,
    face_img_jpg, &face_jpg_len, NULL);
    if (ret != 0) {
        return;
    } // extract feature data with new algorithm

    FaceImage face_image = { 0 }; // the face image
    face_image.img = face_img_jpg;
    face_image.img_len = face_jpg_len;

    FaceImagetwist_image = { 0 }; // normalized image
    twist_image.img_fmt = 1; // normalized image format, RGB
    twist_image.img = twist_image_buff;
    twist_image.img_len = 1024 * 70; // the buffer size

    ret = HA_FeatureConvert(cam, feature_image, feature_size, &twist_image, NULL);
    if (ret != 0) {
        return;
    } // convert to registerable normalized image

    FaceFlags face_flags = { 0 };
    strcpy(face_flags.faceName, "mike");
    strcpy(face_flags.faceID, "110");
    face_flags.effectTime = 0xFFFFFFFF; //never expire
    face_flags.role = 1;

    ret = HA_FacePacketSync(cam, &face_flags, NULL, &twist_image, 1, &face_image, 1);
    if (ret == 0) {
        printf("register succeed");
    }
}

```

## 4.7.8 Register by JPEG Image

### HA\_AddFacesByJpg

```

HASDK_API int HASDK_CALL HA_AddFacesByJpg(
    HA_Cam* cam,
    structFaceFlags*faceID,
    structFacelImage*imgs,

```

```

int img_num
);

```

Description:

Register by jpg image

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
faceID	Face info	In
imgs	Jpg image data	In
img_num	Fixed to 1	In

Note:

Only CV500, DV300 are supported

#### HA\_ModifyFacesByJpg

```

HASDK_API int HASDK_CALL HA_ModifyFacesByJpg(
HA_Cam* cam,
structFaceFlags*faceID,
structFaceFlags*imgs,
int img_num
);

```

Description:

Update by jpg image

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
faceID	Face info	In
imgs	Jpg image data	In
img_num	Fixed to 1	In

Note:

Only support CV500, DV300

### 4.7.8 Update Single Registration

#### HA\_SeparateModifyFace

```

HASDK_API int HASDK_CALL HA_SeparateModifyFace(
    HA_Cam* cam,
    struct FaceFlags*faceID,
    struct FaceFlags* twist_imgs,
    unsigned inttwist_num,
    struct FaceFlags*imgs,
    unsigned intimg_num,
    unsigned intupdate_flags
);

```

Description:

Update registration

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
faceID	Face id	In
twist_imgs	Normalized image array null, if don't update	In
twist_num	Size of normalized image array	In
imgs	Thumbnail image array null, it don't update	In
img_num	Size of thumbnail image array	In
update_flags	Update flags See <a href="#">ParsonDataFlags</a> , bitwise OR operation is supported	In

## 4.9 Face Capture Record Persistence

### 4.9.1 Face Capture Record Persistence Config

**HA\_GetRecorderEnable**

```

HASDK_API int HASDK_CALL HA_GetRecorderEnable(
    structHA_Cam* cam,

```

```

char* enable
);

```

**Description:**

Get value indicating whether captured record will be saved to storage

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
enable	Whether the feature is enabled 0: disabled 1: enabled	Out

**HA\_SetRecorderEnable**

```

HASDK_API int HASDK_CALL HA_SetRecorderEnable(
structHA_Cam* cam,
char enable
);

```

**Description:**

Enable or disable saving capture record to storage

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable 0: disable 1: enable	In

## 4.9.2 Query Face Capture Record

**HA\_QueryFaceRecord**

```

HASDK_API int HASDK_CALL HA_QueryFaceRecord(
HA_Cam* cam,
int page_no,
int page_size,

```

```

    struct RecordCondition* condition
);

```

Description:

Query face capture records

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
page_no	1-based page number	In
page_size	Page size 100maximum	In
condition	Criteria for the query	In

Note:

Results are passed back through callback function

See also:

[HA\\_RegFaceRecordQueryCb](#)

Example:

```

    RecordCondition condition;
    memset(&condition, 0, sizeof(condition));
    condition.img_flag = 0; //don't include image in the query result
    condition.query_mode = 1; //fuzzy query
    strcpy(condition.person_id, "1234"); //id
    condition.condition_flag |= RECORD_QUERY_FLAG_ID; //enable id field
    strcpy(condition.person_name, "Hal"); //name
    condition.condition_flag |= RECORD_QUERY_FLAG_NAME; //enable
name field
    HA_QueryFaceRecord(g_cam[Using_cam].cam, 1, 100, &condition);

```

## 4.9.2 Query Face Capture Record Storage

### HA\_QueryCapacityHistory

```

HASDK_API int HASDK_CALL HA_QueryCapacityHistory(
    HA_Cam* cam,
    CapacityHistory* infor
);

```

Description:

Query history capture record storage info



Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
infor	The info	Out

### 4.9.3 Clean Up Face Capture Record

#### HA\_DeleteFaceRecordBySequence

```
HASDK_API int HASDK_CALL HA_DeleteFaceRecordBySequence(  
HA_Cam* cam,  
unsignedint sequence  
);
```

Description:

Delete capture record by sequence number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
sequence	The sequence number	In

#### HA\_DeleteFaceRecordAll

```
HASDK_API int HASDK_CALL HA_DeleteFaceRecordAll(HA_Cam*  
cam);
```

Description:

Delete all capture record

## 4.10 Snapshot and Video

#### HA\_CapImgToFile

```
HASDK_API int HASDK_CALL HA_CapImgToFile(  
structHA_Cam* cam,  
constchar* fileName  
);
```

Description:

Take a snapshot and save it to specified file in jpg format

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
fileName	The file name	In

Note:

Grab snapshot from video stream, there might be some delays.  
The function will not create directory.

### HA\_CapImgToBuffer

```
HASDK_API int HASDK_CALL HA_CapImgToBuffer(  
structHA_Cam* cam,  
unsignedchar* buffer,  
int bufferSize,  
int* len  
);
```

Description:

Take a snapshot and save it to memory buffer in jpg format

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
buffer	The buffer to receive the image	In
bufferSize	The length of buffer	In
len	The length of the image	Out

Note:

Allocate a buffer that is bigger than 2 MB. The snapshot is grabbed from video stream, there might be some delays

### HA\_Snapshot

```
HASDK_API int HASDK_CALL HA_Snapshot(HA_Cam* cam);
```

Description:

Take snapshot from camera

Note:

The snapshot is passed by callback function

See also:

[HA\\_RegSnapshotCb](#)

### HA\_SaveRealDate

```
HASDK_API int HASDK_CALL HA_SaveRealDate(  
    HA_Cam *cam ,  
    char *sFileName  
);
```

Description:

Begin recording video stream to specified file in avi format

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
sFileName	The file name	In

Note:

No directory will be created

### HA\_StopSaveRealDate

```
HASDK_API int HASDK_CALL HA_StopSaveRealDate(HA_Cam *cam);
```

Description:

Stop recording video stream

Note:

No directory will be created

### HA\_SaveRealDate1

```
HASDK_API int HASDK_CALL HA_SaveRealDate1(  
    HA_Cam *cam ,  
    char *sFilePath  
);
```

Description:

Begin recording infrared video steam in avi format

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
sFileName	The file name	In

Note:

No directory will be created

### HA\_StopSaveRealDate1

```
HASDK_API int HASDK_CALL HA_StopSaveRealDate1(HA_Cam *cam);
```

Description:

Stop recording infrared video stream

## 4.11 Serial Port

### 4.11.1 RS485

#### HA\_GetSerialConfigServiceEnable

```
HASDK_API int HASDK_CALL HA_GetSerialConfigServiceEnable(  
structHA_Cam* cam,  
int index,  
char *enable  
);
```

Description:

Value that indicats whether serial port is enabled

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
index	The index of serial port <a href="#">HA_SERIA_RS485</a> <a href="#">HA_SERIA_RS232</a>	In
enable	0: disabled non-zero: enabled	Out

#### HA\_SetSerialConfigServiceEnable

```
HASDK_API int HASDK_CALL HA_SetSerialConfigServiceEnable(
    structHA_Cam* cam,
    int index,
    char enable
);
```

Description:

Enable serial port

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
index	Serial port number <a href="#">HA_SERIA_RS485</a> <a href="#">HA_SERIA_RS232</a>	In
enable	0: disable Non-zero: enable	In

### HA\_GetRS485ProtocalNo

```
HASDK_API int HASDK_CALL HA_GetRS485ProtocalNo(
    structHA_Cam* cam,
    char *rs485_protocal_no
);
```

Description:

Get 485Output protocol number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rs485_protocal_no	Output protocol number	Out

### HA\_SetRS485ProtocalNo

```
HASDK_API int HASDK_CALL HA_SetRS485ProtocalNo(
    structHA_Cam* cam,
    char rs485_protocal_no
);
```

Description:

Set 485 output protocol number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
rs485_protocal_no	Output protocol number	In

## 4.11.2 Transparent Serial Port

### HA\_OpenTSerial

```
HASDK_API int HASDK_CALL HA_OpenTSerial(  
structHA_Cam* cam,  
int index,  
int baudrate,  
int parity,  
int databit,  
int stopbit  
);
```

Description:

Open transparent serial port with specific parameters

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
index	The index of serial port <a href="#">HA_SERIA_RS485</a> <a href="#">HA_SERIA_RS232</a>	In
baudrate	Baudrate One of the following value : 1200, 2400, 4800, 9600, 14400, 19200, 38400, 56000, 57600, 115200, 128000, 256000	In

parity	Parity 0:none, 1:odd, 2:even, 3:mark, 4:space	In
databit	Databit Can only be 5, 6, 7, 8	In
stopbit	Stopbit Can only be 1, 2	In

### HA\_GetTSerial

```
HASDK_API int HASDK_CALL HA_GetTSerial(
structHA_Cam* cam,
int index,
int* baudrate,
int* parity,
int* databit,
int* stopbit
);
```

#### Description:

Get transparent port parameter

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
index	The index of transparent setial port <a href="#">HA SERIA RS485</a> <a href="#">HA SERIA RS232</a>	In
baudrate	Baundrate Can only be : 1200, 2400, 4800, 9600, 14400, 19200, 38400, 56000, 57600, 115200, 128000, 256000	Out
parity	Parity 0:none, 1:odd,	Out

	2:even, 3:mark, 4:space	
databit	Databit Can only be 5, 6, 7, 8	Out
stopbit	Stopbit Can only be 1, 2	Out

### 4.11.3 Write Transparent Serial Port

#### HA\_WriteTSerial

```
HASDK_API int HASDK_CALL HA_WriteTSerial(
structHA_Cam* cam,
int index,
constunsignedchar* data,
int size
);
```

#### Description:

Write data to transparent serial port

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
index	Index to the serial port <a href="#">HA SERIA RS485</a> <a href="#">HA SERIA RS232</a>	In
data	Data to write	In
size	Size of the data	In

#### See also:

[HA\\_RegReadTSerialCbEx](#)

[HA\\_RegReadTSerialCb](#)



## 4.12 Upload

### 4.12.1 Upload Method

#### HA\_GetUploadConfig

```
HASDK_API int HASDK_CALL HA_GetUploadConfig(  
structHA_Cam* cam,  
structClientParam*UploadParam  
);
```

#### Description:

Get upload configure

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
UploadParam	Upload parameter	Out

#### Note:

Only one upload method can be enabled

#### HA\_SetUploadConfig

```
HASDK_API int HASDK_CALL HA_SetUploadConfig(  
structHA_Cam* cam,  
structClientParam*UploadParam  
);
```

#### Description:

Set upload parameter

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
UploadParam	Upload parameter	In

Note:

Only one upload method can be enabled

## 4.12.2 Server Address

### HA\_GetExtranetParam

```
HASDK_API int HASDK_CALL HA_GetExtranetParam(  
    struct HA_Cam* cam,  
    ExtranetParam* Param  
);
```

Description:

Get server configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
Param	Server configure	Out

### HA\_SetExtranetParam

```
HASDK_API int HASDK_CALL HA_SetExtranetParam(  
    struct HA_Cam* cam,  
    ExtranetParam* Param  
);
```

Description:

Set server configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
Param	Server configure	In

Note:

Only one upload method can be enabled, TCP or http

### 4.12.3 Break Point Resume

#### HA\_GetRecorderResumeEnable

```
HASDK_API int HASDK_CALL HA_GetRecorderResumeEnable(  
struct HA_Cam* cam,  
char* enable  
);
```

#### Description:

Get whether break point resume is enabled

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Whether break point resume is enabled Non-zero: enabled 0 : disabled	Out

#### HA\_SetRecorderResumeEnable

```
HASDK_API int HASDK_CALL HA_SetRecorderResumeEnable(  
struct HA_Cam* cam,  
charenable  
);
```

#### Description:

Enable or disable break point resume

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable or disable Non-zero: enable 0: disable	In

## 4.12.4 Encrypted Upload

### HA\_SetCamAESEncode

```
HASDK_API int HASDK_CALL HA_SetCamAESEncode(  
struct HA_Cam* cam,  
const unsigned char* oriKey,  
unsigned int oriKeyLen,  
const char* newKey,  
unsigned int newKeyLen,  
char enable  
);
```

#### Description:

Enable or disable encryption of name and id when upload record

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
oriKey	Old encryption key, null for initialization for the first time	In
oriKeyLen	Old encryption key length	In
newKey	New encryption key, null to keep it unchanged	In
newKeyLen	New encryption key length	In
enable	Enable or disable -1: keep it unchanged 0: disable 1: enable	In

#### Note:

The encryption parameter, AES padd with 0X00, CBC mode VI vector 0X00

## HA\_GetCamAESEncode

```
HASDK_API int HASDK_CALL HA_GetCamAESEncode(  
    struct HA_Cam* cam,  
    char* enable  
);
```

### Description:

Get whether name and id encryption is enabled when uploading

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enabled or disabled Non-zero: enabled 0: disable	Out

## 4.13 Interfaces and Peripherals

### 4.13.1 Gate Access Control

#### Gate Access Schedule

##### HA\_SetScheduleModeCfg

```
HASDK_API int HASDK_CALL HA_SetScheduleModeCfg(  
    struct HA_Cam* cam,  
    const struct KindSchedule* cfg,  
    int ScheduleCount  
);
```

### Description:

Set gate access control rules

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	Gate access control rules array	In
ScheduleCount	Rules count Max 5 rules	In

Note:

Rule are specified when register face

### HA\_GetScheduleModeCfg

```
HASDK_API int HASDK_CALL HA_SetScheduleModeCfg(
    struct HA_Cam* cam,
    struct KindSchedule* cfg,
    int* ScheduleCount
);
```

Description:

Get gate access control rules

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	Gate access control rule array Max 5 rules	Out
ScheduleCount	Rules count Max 5 rules	Out

### HA\_GetScheduleModeCfgEx

```
HASDK_API int HASDK_CALL HA_SetScheduleModeCfg(
    struct HA_Cam* cam,
    struct KindSchedule* cfg,
    int* ScheduleCount
);
```

Description:

Extended function to set gate access control rules

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	Gate access control rules array Max 15 rules	Out
ScheduleCount	Size of the rule array In: size of rule array Out: size of rule array	In/Out

## Holiday Configure

### HA\_SetScheduleFestival

```
HASDK_API int HASDK_CALL HA_SetScheduleFestival(  
    struct HA_Cam* cam,  
    const struct ScheduleFestival* cfg,  
);
```

Description:

Set holiday, during which gate won't open

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	Holiday parameter	In

### HA\_GetScheduleFestival

```
HASDK_API int HASDK_CALL HA_GetScheduleFestival(  
    struct HA_Cam* cam,  
    struct ScheduleFestival* cfg,  
);
```

Description:

Get holiday configure

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cfg	Holiday configure	Out

## GPIO Output

### HA\_GetGatewayControlType

```
HASDK_API int HASDK_CALL HA_GetGatewayControlType(
    structHA_Cam* cam,
    int *type
);
```

#### Description:

Get gate access control output method

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
type	0: electric relay 1: wiegand	Out

#### Note:

The setting only applies to automatic gate control when face is captured, which can be overwrite through sdk.

### HA\_SetGatewayControlType

```
HASDK_API int HASDK_CALL HA_SetGatewayControlType(
    structHA_Cam* cam,
    int type
);
```

#### Description:

Set gate open method

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In



type	0: electric relay 1: wiegand	In
------	---------------------------------	----

### HA\_GetWiegandType

```
HASDK_API int HASDK_CALL HA_GetWiegandType(
    structHA_Cam* cam,
    int *type
);
```

#### Description:

Get access control device wiegandencoding

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
type	Wiegand encoding See <a href="#">GpioInType</a> Only WG26, WG34 are supported	Out

#### Note:

The access control device type should be set to wiegand

### HA\_SetWiegandType

```
HASDK_API int HASDK_CALL HA_SetWiegandType(
    structHA_Cam* cam,
    int type
);
```

#### Description:

Set access control device wiegand encoding

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
type	Wiegand encoding See <a href="#">GpioInType</a> Only WG26, WG34 are	In

	supported	
--	-----------	--

Note:

Access control device type should be set to wiegand device

## GPIO Input

### HA\_GetGpioInputEnable

```
HASDK_API int HASDK_CALL HA_GetGpioInputEnable(
    structHA_Cam* cam,
    char *enable
);
```

Description:

Get whether GPIO input is enabled

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether gpio input is enabled 0: disabled 1: enabled	Out

See also:

[HA\\_RegGpioInputCb](#)

### HA\_SetGpioInputEnable

```
HASDK_API int HASDK_CALL HA_SetGpioInputEnable(
    structHA_Cam* cam,
    char enable
);
```

Description:

Enable or disable GPIO input

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Value indicating whether GPIO input is enabled 0: disable 1: enable	Out

### HA\_GetGpioInputType

```
HASDK_API int HASDK_CALL HA_GetGpioInputType(  
structHA_Cam* cam,  
int *type  
);
```

Description:

Get GPIO input type

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
type	GPIO input type See <a href="#">GpioInType</a>	Out

### HA\_SetGpioInputType

```
HASDK_API int HASDK_CALL HA_SetGpioInputType(  
structHA_Cam* cam,  
int type  
);
```

Description:

Set GPIO input type

Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
type	GPIO input type See <a href="#">GpioInType</a>	In

## Electric Relay Configure

### HA\_GetGpioWorkState

```
HASDK_API int HASDK_CALL HA_GetGpioWorkState(
    structHA_Cam* cam,
    unsignedchar *state
);
```

#### Description:

Get electric relay working mode

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
state	1: normally open 0: normally close	Out

### HA\_SetGpioWorkState

```
HASDK_API int HASDK_CALL HA_SetGpioWorkState(
    structHA_Cam* cam,
    unsignedchar state
);
```

#### Description:

Set electric relay working mode

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
state	1: normally open 0: normally close	In

## HA\_GetAlarmDuration

```
HASDK_API int HASDK_CALL HA_GetAlarmDuration(  
    structHA_Cam* cam,  
    int *duration  
);
```

### Description:

Get electric relay close duration

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
duration	The duration (500-5000ms)	Out

## HA\_SetAlarmDuration

```
HASDK_API int HASDK_CALL HA_SetAlarmDuration(  
    structHA_Cam* cam,  
    int duration  
);
```

### Description:

Set electric relay close duration

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
duration	The duration (500-5000ms)	In

## GPIO Output Control

### HA\_SetGPIO

```
HASDK_API int HASDK_CALL HA_SetGPIO(  
    structHA_Cam* cam,  
    int port,  
    int inout,
```

```

int onoff,
char *resv
);

```

Description:  
Set GPIO output

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
port	GPIO port number 0: wiegand device Non-zero: other GPIO device	In
inout	Fixed value: 2	In
onoff	Fixed value: 1	In
resv	Byte array indicating control method resv[0] control method 0: test (send open gate signal directly) 1: force 2 : cooperative (depends on whether device is enabled) resv[1-4]-->uint:wiegand card number resv[5-24]-->uint: face id	

## Public Access Card

### HA\_GetWiegandPublicCardNO

```

HASDK_API int HASDK_CALL HA_GetWiegandPublicCardNO(
structHA_Cam* cam,
unsignedint*cardNo
);

```

Description:  
Get public access card number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In

cardNo	The card number	Out
--------	-----------------	-----

### HA\_SetWiegandPublicCardNO

```
HASDK_API int HASDK_CALL HA_SetWiegandPublicCardNO(
    structHA_Cam* cam,
    unsignedint cardNo
);
```

Description:

Set public access card number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cardNo	The card number	In

### HA\_GetWiegandAutoCardNoMin

```
HASDK_API int HASDK_CALL HA_GetWiegandAutoCardNoMin(
    structHA_Cam* cam,
    unsignedint* cardNoMin
);
```

Description:

Get the minimal value of automatically generated wiegand card number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cardNoMin	The minimal value	Out

### HA\_SetWiegandAutoCardNoMin

```
HASDK_API int HASDK_CALL HA_SetWiegandAutoCardNoMin(
    structHA_Cam* cam,
```

```
unsignedint cardNoMin
);
```

**Description:**

Set the minimal value of automatically generated wiegand card number

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
cardNoMin	The minimal value	In

### HA\_GetWiegandAutoCardNoMax

```
HASDK_API int HASDK_CALL HA_GetWiegandAutoCardNoMax(
structHA_Cam* cam,
unsignedint*cardNoMax
);
```

**Description:**

Get the maximal value of automatically generated wiegand card number

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
cardNoMax	The max value	Out

### HA\_SetWiegandAutoCardNoMax

```
HASDK_API int HASDK_CALL HA_SetWiegandAutoCardNoMax(
structHA_Cam* cam,
unsignedintcardNoMax
);
```

**Description:**

Set the maximal value of automatically generated wiegand card number



Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cardNoMax	The max value	In

## Camera Work Mode

### HA\_GetCameraWorkMode

```
HASDK_API int HASDK_CALL HA_GetCameraWorkMode(  
structHA_Cam* cam,  
unsignedchar *work_mode  
);
```

Description:

Get working mode

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
work_mode	Working mode 1: automatic 2: online 3: offline	Out

### HA\_SetCameraWorkMode

```
HASDK_API int HASDK_CALL HA_SetCameraWorkMode(  
structHA_Cam* cam,  
unsignedcharwork_mode  
);
```

Description:

Get working mode

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In

work_mode	Working mode 1: automatic 2: online 3: offline	In
-----------	---	----

## Camera Matching Mode

### HA\_GetMatchMode

```
HASDK_API int HASDK_CALL HA_GetMatchMode(
    structHA_Cam* cam,
    unsignedchar *mode
);
```

Description:

Get matching mode

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
mode	Matching mode See <a href="#">MatchMode</a>	In

### HA\_SetMatchMode

```
HASDK_API int HASDK_CALL HA_SetMatchMode(
    structHA_Cam* cam,
    unsignedchar mode
);
```

Description:

Set matching mode

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
mode	Matching mode See <a href="#">MatchMode</a>	In

## Force Gate Open

### HA\_WhiteListAlarm

```
HASDK_API int HASDK_CALL HA_WhiteListAlarm(  
    structHA_Cam *cam,  
    int inout,  
    int onoff  
);
```

#### Description:

Force gate open by whitelist

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
inout	Fixed value:2	In
onoff	Fixed value:1	In

### HA\_BlackListAlarm

```
HASDK_API int HASDK_CALL HA_BlackListAlarm(  
    structHA_Cam *cam,  
    int inout,  
    int onoff  
);
```

#### Description:

Force gate open by blacklist

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
inout	Fixed value:2	In
onoff	Fixed value:1	In

### HA\_WiegandAlarm

```
HASDK_API int HASDK_CALL HA_WiegandAlarm(
    structHA_Cam *cam,
    unsignedintwiegand_no
);
```

**Description:**

Force gate open by wiegand card number

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
wiegand_no	Wiegand card number	In

## Trigger Gate Open

### HA\_WhiteListAlarmEx

```
HASDK_API int HASDK_CALL HA_WhiteListAlarmEx(
    structHA_Cam *cam,
    int inout,
    int onoff,
    unsignedcharalarm_mode,
    unsignedchar *person_id
);
```

**Description:**

Force gate open by whitelist

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
inout	Fixed value:2	In
onoff	Fixed value:1	In
alarm_mode	0: test (send open gate signal directly) 1: force 2: cooperative (depends on whether device is enabled)	In
person_id	Face id	In

## HA\_BlackListAlarmEx

```
HASDK_API int HASDK_CALL HA_BlackListAlarmEx(  
    structHA_Cam *cam,  
    int inout,  
    int onoff,  
    unsignedchar alarm_mode,  
    unsignedchar *person_id  
);
```

### Description:

Force gate open by blacklist

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
inout	Fixed value:2	In
onoff	Fixed value:1	In
alarm_mode	0: test (send open gate signal directly) 1: force 2: cooperative (depends on whether device is enabled)	In
person_id	Face id	In

## HA\_WiegandAlarmEx

```
HASDK_API int HASDK_CALL HA_WiegandAlarmEx(  
    structHA_Cam *cam,  
    unsignedintwiegand_no,  
    unsignedchar alarm_mode,  
    unsignedchar *person_id  
);
```

### Description:

Force gate open by wiegand card number

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
wiegand_no	Wiegand card number	In
alarm_mode	0: test (send open gate	In

	signal directly) 1: force 2: cooperative (depends on whether device is enabled)	
person_id	Face id	In

### 4.13.2 OSD

#### Get Display Title

##### HA\_GetScreenOsdTitle

```
HASDK_API int HASDK_CALL HA_GetScreenOsdTitle(
    structHA_Cam* cam,
    char *screen_title
);
```

##### Description:

The title of OSD

##### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
screen_title	The title of OSD, max 64 bytes UTF8-encoding	Out

##### HA\_SetScreenOsdTitle

```
HASDK_API int HASDK_CALL HA_SetScreenOsdTitle(
    structHA_Cam* cam,
    char *screen_title
);
```

##### Description:

Set OSD title

##### Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
screen_title	The title of OSD, max 64 bytes UTF8-encoding	In

## Display Bright Level

### HA\_GetLcdLightLevel

```
HASDK_API int HASDK_CALL HA_GetLcdLightLevel(
    struct HA_Cam* cam,
    char* Level
);
```

Description:

Get the bright level of display

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
Level	The bright level	Out

### HA\_SetLcdLightLevel

```
HASDK_API int HASDK_CALL HA_SetLcdLightLevel(
    struct HA_Cam* cam,
    char Level
);
```

Description:

Set bright level of display

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
Level	The bright level	In

## Display CSC Parameter

### HA\_GetLayerCSC

```
HASDK_API int HASDK_CALL HA_GetLayerCSC(  
    struct HA_Cam* cam,  
    char* csc  
);
```

#### Description:

Get Video CSC parameters

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
csc	Array to receive value char[0]: brightness char[1]: contrast char[2]: chroma char[3]: saturation	Out

### HA\_SetLayerCSC

```
HASDK_API int HASDK_CALL HA_SetLayerCSC(  
    struct HA_Cam* cam,  
    char csc,  
    int index  
);
```

#### Description:

Set video CSC parameter

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In



value	The value to set (range: 0-100)	In
index	The target item to config 0: brightness 1: contrast 2: chroma 3: saturation	In

## Configure Display Items

### HA\_GetLcdDisplayItems

```
HASDK_API int HASDK_CALL HA_GetLcdDisplayItems(
    struct HA_Cam* cam,
    char* item
);
```

#### Description:

Get OSD display items configure

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
item	The items that is displayed, bitwise OR operator is supported. See <a href="#">LcdDisplayItem</a>	Out

## Privacy Configuration

### HA\_SetNamePrivacy

```
HASDK_API int HASDK_CALL HA_SetNamePrivacy(
    struct HA_Cam* cam,
    charenable
);
```

#### Description:

Enable/disable name masking

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
enable	Enable/disable 0: disable 1: enable	In

### HA\_SetLcdDisplayItems

```
HASDK_API int HASDK_CALL HA_SetLcdDisplayItems(  
struct HA_Cam* cam,  
char item  
);
```

Description:

Set OSD display items

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
item	The items to display. Bitwise OR operator is supported, see <a href="#">LcdDisplayItem</a>	In

## 4.13.3 LED Control

### HA\_GetLedMode

```
HASDK_API int HASDK_CALL HA_GetLedMode(  
struct HA_Cam* cam,  
char *led_mode  
);
```

Description:

Get led working mode

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
led_mode	1: always on 2: auto, based on the scene brightness 3: always off	Out

### HA\_SetLedMode

```
HASDK_API int HASDK_CALL HA_SetLedMode(
structHA_Cam* cam,
char led_mode
);
```

#### Description:

Set led working mode

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
led_mode	1: always on 2: auto, based on the scene brightness 3: always off	In

### HA\_GetLedLevel

```
HASDK_API int HASDK_CALL HA_GetLedLevel(
structHA_Cam* cam,
char *led_level
);
```

#### Description:

Get led bright level

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
led_level	The bright level (1-100)	Out

### HA\_SetLedLevel

```
HASDK_API int HASDK_CALL HA_SetLedLevel(
    structHA_Cam* cam,
    char led_level
);
```

#### Description:

Set led bright level

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
led_level	The bright level (1-100)	In

### HA\_GetLedThreshold

```
HASDK_API int HASDK_CALL HA_GetLedThreshold(
    structHA_Cam* cam,
    char *led_threshold
);
```

#### Description:

Get led threshold value, used in led auto mode. The higher the value, the more possible the led goes on.

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
led_thresh old	The threshold value (0-255)	In

## HA\_SetLedThreshold

```
HASDK_API int HASDK_CALL HA_SetLedThreshold(  
structHA_Cam* cam,  
char led_threshold  
);
```

### Description:

Set led threshold value, used in led auto mode. The higher the value, the more possible the led goes on.

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
led_thresh old	The threshold value (0-255)	In

## 4.13.4 Audio

### Play Audio

#### HA\_PlayAudio

```
HASDK_API int HASDK_CALL HA_PlayAudio(  
structHA_Cam* cam,  
constchar* audio,  
int len  
);
```

### Description:

Play audio

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
audio	Audio buffer	In
len	Audio buffer length	In

Note:

Only support wave format (parameter: A-Law, 8000Hz,64kbps,mono)

Generate audio file on windows:

```
ffmpeg.exe -iinput.wav -acodecpcm_alaw -ac 1 -ar 8000  
output.wav
```

## Default Audio Configuration

### HA\_GetAudioList

```
HASDK_API int HASDK_CALL HA_GetAudioList(  
HA_Cam *cam,  
structAudioItem* items,  
int itemBufNum,  
int* itemNum  
);
```

Description:

Get built-in audio list

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
items	The audio array	Out
itemBufNum	Capacity of storage for audios	In
itemNum	Size of audio array	Out

### HA\_TestAudioItemByName

```
HASDK_API int HASDK_CALL HA_TestAudioItemByName(  
HA_Cam *cam,  
conststructAudioItem* items  
);
```

Description:

Test playing build-in audio by name

Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
items	Audio to play	In

### HA\_SetAudioDefault

```
HASDK_API int HASDK_CALL HA_SetAudioDefault(
    HA_Cam *cam,
    int audioId
);
```

#### Description:

Set audio which will be played when triggered by whitelist

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
audioId	Audio id	In

## 4.14 Camera Control

**Note:** need hardware support, works only on some models

### HA\_FocusAndZoomCtl

```
HASDK_API int HASDK_CALL HA_FocusAndZoomCtl(
    structHA_Cam* cam,
    int ptzCtl,
    int ctlMode
);
```

#### Description:

Focus and zoom control

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ptzCtl	The action, see <a href="#">PTZCTL</a>	In
ctlMode	Action parameter, see <a href="#">PTZMODE</a>	In

## 4.15 Customer Authentication Code

### HA\_WriteCustomerAuthCode

```
HASDK_API int HASDK_CALL HA_WriteCustomerAuthCode(
    structHA_Cam* cam,
    char* auth,
    int size
);
```

#### Description:

Set user-defined authentication code

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
auth	Authentication code	In
size	Size of authentication code	In

### HA\_ReadCustomerAuthCode

```
HASDK_API int HASDK_CALL HA_ReadCustomerAuthCode(
    structHA_Cam* cam,
    char* auth,
    int* size
);
```

#### Description:

Get user-defined authentication code

#### Arguments:



Argument	Description	In/Out
cam	Handle to camera	In
auth	Authentication code	Out
size	Size of authentication code	Out

## 4.16 Reboot Camera

### HA\_SystemReboo

```
HASDK_API int HASDK_CALL HA_SystemReboot(HA_Cam* cam);
```

Description:  
Reboot camera

### HA\_AppReboot

```
HASDK_API int HASDK_CALL HA_AppReboot(HA_Cam* cam);
```

Description:  
Restart camera app

## 4.17 Feature Authorization

### HA\_FunctionAuth

```
HASDK_API int HASDK_CALL HA_FunctionAuth(
    struct HA_Cam* cam,
    short number,
    const char* data,
    short size
);
```

Description:  
Functionality authorization

Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
number	The functionality to authorize 0: liveness detection 2: TTS	In
data	The authorization code	In
size	The size of the code	In

```
HASDK_API int HASDK_CALL HA_AuthState(
    struct HA_Cam* cam,
    short number
);
```

**Description:**

Get authorization state

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
number	The functionality to query 0: liveness detection	In

**Returns:**

0: unauthorized  
Non-zero: authorized

## 4.18 Platform Integration

### HA\_GetPlatformAccessParam

```
HASDK_API int HASDK_CALL HA_GetPlatformAccessParam(
    struct HA_Cam* cam,
    struct PlatformAccess* param
);
```

**Description:**

Get platform integration parameter

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
param	The parameter	Out

#### HA\_SetPlatformAccessParam

```
HASDK_API int HASDK_CALL HA_SetPlatformAccessParam(  
    struct HA_Cam* cam,  
    struct PlatformAccess* param  
);
```

Description:

Set platform integration parameter

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
param	The parameter	In

## 4.19 4G Module Status

#### HA\_Get4GInfo

```
int HASDK_CALL HA_Get4GInfo(  
    struct HA_Cam* cam,  
    FourthGInfo* info  
);
```

Description:

Query 4G status

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
info	4G info	Out

## 4.20 Perform ping from Camera

### HA\_CamPing

```
HASDK_API int HASDK_CALL HA_CamPing(  
    struct HA_Cam* cam,  
    char* url_ip,  
    int timeout  
);
```

#### Description:

Perform ping from camera

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
url_ip	ip	In
timeout	Timeout	In

#### See also:

[HA\\_RegCamPingCb](#)

## 4.21 wifi

### HA\_SearchWifi

```
HASDK_API int HASDK_CALL HA_SearchWifi(  
    struct HA_Cam* cam,  
    const char* ssid,  
);
```

#### Description:

Search wifi or get connected wifissid

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ssid	Value indicating what action to perform Null: search wifi Non-null: buffer to receive connected wifissid	In

#### Note:

For searching wifi, result is passed through callback function

See also:

[HA\\_RegSearchWiFiCb](#)

### HA\_ConnectWifi

```
HASDK_API int HASDK_CALL HA_ConnectWifi(  
    struct HA_Cam* cam,  
    const char*ssid,  
    const char* password,  
    char enable  
);
```

Description:

Connect to or disconnect from wifi

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
ssid	ssid to connect to, null for disconnect	In
password	Password of the wifi, null for disconnect	In
enable	Action to perform 0:disconnect 1:connect	In

Note:

Return value 0 indicates the camera has accept the request, the connection result is passed through callback function

See also:

[HA\\_RegWifiConnectCb](#)

## 4.22 Send Json Command to Camera

### HA\_SendJson

```
HASDK_API int HASDK_CALL HA_SendJson(  
    struct HA_Cam* cam,  
    const char*cmd,
```

```

const char* json,
unsigned int jsonSize,
char* replyJson,
int buffSize
);

```

Description:

Send command in json format to camera.

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cmd	Json command string	In
json	Json data	In
jsonSize	Length of json data	In
replyJson	The buffer to receive reply in json format	Out
buffSize	The length of receiving buffer	In

## 4.23 Sip

### HA\_CamSipCall

```

HASDK_API int HASDK_CALL HA_CamSipCall(
struct HA_Cam* cam,
const char* sip_num
);

```

Description:

Make a sip call

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
sip_num	Sip address Following format is supported: Ip address: e.g., sip:192.168.0.188	In

	house number: e.g., num:0001	
--	---------------------------------	--

**Note:**

Before making sip call, sip account must be registered

**See also:**

[HA\\_RegSIPKeyEventCb](#)

[HA\\_RegSIPCallEventCb](#)

**HA\_SetVoipRegister**

```
HASDK_API int HASDK_CALL HA_SetVoipRegister(
struct HA_Cam* cam,
const char* username,
const char* domain,
unsigned short port,
const char* password
);
```

**Description:**

Set sip account

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
username	User name of sip account	In
domain	Sip server domain or ip	In
port	Sip server port number	In
password	Password of sip account	In

**HA\_CamSipHangup**

```
HASDK_API int HASDK_CALL HA_CamSipHangup(
struct HA_Cam* cam,
);
```

**Description:**

Hang up an ongoing outgoing sip call

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In

Note:

Hang up an ongoing sip call

### HA\_CamSipAnswer

```
HASDK_API int HASDK_CALL HA_CamSipAnswer (  
    struct HA_Cam* cam,  
    int call_answer  
);
```

Description:

Answer or reject an incoming sip call

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
call_answer	Answer or reject 0:reject 1:answer	In

See also:

[HA\\_RegSIPKeyEventCb](#)

[HA\\_RegSIPCallEventCb](#)

### HA\_CamSipAddRoomId

```
HASDK_API int HASDK_CALL HA_CamSipAddRoomId(  
    const struct SipRoomIdGroup*roomid_group,  
    unsigned int count  
);
```

Description:

Add the sip account corresponding to the room number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
roomid_group	The sip account info array to add	In
count	The size of the array Up to 100 at a time	In



Note:

Sip account with the same house number will be overwritten

### HA\_CamSipQueryRoomId

```
HASDK_API int HASDK_CALL HA_CamSipQueryRoomId(  
struct HA_Cam* cam,  
const char* room_id,  
char fuzzy,  
struct SipRoomIdGroup* roomid_group,  
int* group_count,  
int page_no,  
int page_size  
);
```

Description:

Query the sip account of specific room number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
room_id	The room number, null for all room number	In
fuzzy	Whether perform fuzzy match 0:Exact match 1:Fuzzy match	In
roomid_group	Array of room numbers	Out
group_count	In: size of room number array Out: number of query result array	In/Out
page_no	1-based page number (fuzzy match only)	In
page_size	Page size, max 500 (fuzzy match only)	In

### HA\_CamSipDelRoomId

```
HASDK_API int HASDK_CALL HA_CamSipDelRoomId(  
struct HA_Cam* cam,
```

```

const char* room_id[],
unsigned int count
);

```

Description:

Delete sip account by room number

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
room_id	The room number array to delete corresponding sip account, null to clear all sip account	In
count	The size of the array	In

## Callback Functions

### HA\_ClearAllCallbacks

```

HASDK_API int HASDK_CALL

```

```

HA_ClearAllCallbacks(structHA_Cam* cam);

```

Description:

Clear all callbacks of specified camera

### HA\_ClearAllCallbacksEx

```

HASDK_API int HASDK_CALL HA_ClearAllCallbacksEx();

```

Description:

Clear all callbacks of all cameras

### HA\_RegAlarmRecordCb

```

HASDK_API void HASDK_CALL HA_RegAlarmRecordCb(
HA_Cam* cam,
HA\_AlarmRecordCb t cb,
void* usrParam
);

```

**Description:**

Register callback for gate open event, every time the gate is opened a new record will be generated

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
cb	Pointer to the callback function	In
usrParam	User defined parameter	In

**HA\_RegAlarmRequestCb**

```
HASDK_API void HASDK_CALL HA_RegAlarmRequestCb(  
HA_Cam* cam,  
HA\_AlarmRequestCb\_t cb,  
void* usrParam  
);
```

**Description:**

Register callback for gate open request event. Camera in online mode will not open gate automatically, it will send an gate open request instead.

**Arguments:**

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

**HA\_RegFaceReRegistProgressCb**

```
HASDK_API void HASDK_CALL HA_RegFaceReRegistProgressCb(  
HA_Cam* cam,  
HA\_FaceReRegistProgressCb\_t tcb,  
void* usrParam  
);
```

**Description:**

Re-register face progress callback. In the case of the algorithm upgrade, the face will be re-registered, during the process of

upgrading, the camera is not operational until the upgrading process is finished, the purpose of the callback is to notify the progress of re-register process.

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegDiscoverIpscanCb

```
HASDK_API void HASDK_CALL HA_RegDiscoverIpscanCb(  
discover\_ipscan\_cb\_tcb,  
int usrParam  
);
```

Description:

Camera discovery result callback

Arguments:

Argument	Description	In/Out
cb	The callback function	In
usrParam	User defined parameter	In

See also:

[HA\\_DiscoverIpscan](#)

### HA\_RegLiveStreamCb

```
HASDK_API void HASDK_CALL HA_RegLiveStreamCb(  
HA\_LiveStreamCb\_tcb,  
int usrParam  
);
```

Description:

Register streaming callback for all connected cameras, the data received is not decoded

Arguments:

Argument	Description	In/Out
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegLiveStreamCbEx

```
HASDK_API void HASDK_CALL HA_RegLiveStreamCbEx(  
HA_Cam* cam,  
HA LiveStreamCb tcb,  
int usrParam  
);
```

Description:

Register streaming callback for specified cameras, the data received is not decoded

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback	In
usrParam	User defined parameter	In

### HA\_RegFaceRectCb

```
HASDK_API void HASDK_CALL HA_RegFaceRectCb(  
HA_Cam* cam,  
HA FaceRectCb t cb,  
void* usrParam  
);
```

Description:

Register face rect detected event callback

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback	In
usrParam	User defined parameter	In

Note:

Works only if debug mode is enabled

See also:

[HA\\_SetDebugEnabled](#)

### HA\_RegConnectEventCb

```
HASDK_API void HASDK_CALL HA_RegConnectEventCb(  
HA\_ConnectEventCb tcb,  
int usrParam  
);
```

Description:

Register global connect event callback

Arguments:

Argument	Description	In/Out
cb	The callback	In
usrParam	User defined parameter	In

Note:

The callback works only if it's enabled by calling [HA\\_SetNotifyConnected\(1\)](#)

### HA\_RegConnectEventCbEx

```
HASDK_API void HASDK_CALL HA_RegConnectEventCbEx(  
HA_Cam* cam,  
HA\_ConnectEventCb tcb,  
int usrParam  
);
```

Description:

Register connects event callback for specified camera

Arguments:

Argument	Description	In/Out
----------	-------------	--------

cam	Handle to camera	In
cb	The callback	In
usrParam	User defined parameter	In

Note:

The callback works only if it is enabled by calling [HA\\_SetNotifyConnected\(1\)](#)

### HA\_RegVerifyStatusCbEx

```
HASDK_API void HASDK_CALL HA_RegVerifyStatusCbEx(
    HA_Cam* cam,
    HA\_VerifyStatusCb tcb,
    void* usrParam
);
```

Description:

Login authentication status callback

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegFaceRecoCb

```
HASDK_API void HASDK_CALL HA_RegFaceRecoCb(
    HA_Cam* cam,
    HA\_FaceRecoCb tcb,
    void* usrParam
);
```

Description:

Register callback for face recognition event

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

## HA\_RegFaceQueryCb

```
HASDK_API void HASDK_CALL HA_RegFaceQueryCb(  
HA_Cam* cam,  
HA\_FaceQueryCb tcb,  
void* usrParam  
);
```

### Description:

Register callback for face registration query result

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### See also:

[Query Face Registration](#)

## HA\_RegFaceDeleteProgressCb

```
HASDK_API void HASDK_CALL HA_RegFaceDeleteProgressCb(  
HA_Cam* cam,  
HA\_FaceDelProgressCb tcb,  
void* usrParam  
);
```

### Description:

Register face registration deletion progress callback

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In



See also:

[Delete Face Registration](#)

### HA\_RegFaceDebugImageCb

```
HASDK_API void HASDK_CALL HA_RegFaceDebugImageCb(  
HA_Cam* cam,  
HA\_FaceDebugImageCb tcb,  
void* usrParam  
);
```

Description:

Register face debug image callback

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegFaceDebugInfraredImageCb

```
HASDK_API void HASDK_CALL HA_RegFaceDebugInfraredImageCb(  
HA_Cam* cam,  
HA\_FaceDebugInfraredImageCb tcb,  
void* usrParam  
);
```

Description:

Register infrared debug image callback

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegFaceRecordQueryCb

```
HASDK_API void HASDK_CALL HA_RegFaceRecordQueryCb(
    HA_Cam* cam,
    HA\_FaceRecordCb\_t cb,
    void* usrParam
);
```

Description:

Register callback for query face capture record

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

See also:

[HA\\_QueryFaceRecord](#)

### HA\_RegSnapshotCb

```
HASDK_API void HASDK_CALL HA_RegSnapshotCb(
    HA_Cam* cam,
    HA\_SnapshotCb\_t cb,
    void* usrParam
);
```

Description:

Register snapshot image callback

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

See also:

[HA\\_Snapshot](#)

### HA\_RegReadTSerialCb

```
HASDK_API int HASDK_CALL HA_RegReadTSerialCb(
    HA\_ReadTSerialCb tcb,
    int usrParam
);
```

Description:

Register global callback for read data from transparent serial port data

Arguments:

Argument	Description	In/Out
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegReadTSerialCbEx

```
HASDK_API int HASDK_CALL HA_RegReadTSerialCbEx(
    HA_Cam* cam,
    HA\_ReadTSerialCb tcb,
    int usrParam
);
```

Description:

Register callback to specified camera from which to read data from transparent serial port data

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegGpioInputCb

```
HASDK_API int HASDK_CALL HA_RegGpioInputCb(
    HA_Cam* cam,
    HA\_GpioInputCb tcb,
    void* usrParam
);
```

Description:

Register callback for GPIO/Wiegand data input event

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegWGInputCb

```
HASDK_API int HASDK_CALL HA_RegWGInputCb(  
    HA_Cam* cam,  
    HA\_WGInputCb tcb,  
    void* usrParam  
);
```

Description:

Register callback for Wiegand device data input event, only WG66 is supported

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegCamPingCb

```
HASDK_API void HASDK_CALL HA_RegCamPingCb(  
    HA_Cam* cam,  
    HA\_CamPingCb tcb,  
    void* usrParam  
);
```

Description:

Register callback for ping result

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

## HA\_RegWifiConnectCb

```
HASDK_API void HASDK_CALL HA_RegWifiConnectCb(  
    HA_Cam* cam,  
    HA\_WifiConnectCb\_tcb,  
    void* usrParam  
);
```

### Description:

Register callback for wifi connect status

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### See also:

[HA\\_ConnectWifi](#)

## HA\_RegSearchWiFiCb

```
HASDK_API void HASDK_CALL HA_RegSearchWiFiCb(  
    HA_Cam* cam,  
    HA\_SearchWiFiCb\_tcb,  
    void* usrParam  
);
```

### Description:

Register callback for wifi searching result

### Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

See also:

[HA\\_SearchWifi](#)

### HA\_RegQRCodeCb

```
HASDK_API void HASDK_CALL HA_RegQRCodeCb(  
    HA_Cam* cam,  
    HA\_QRCodeCb tcb,  
    void* usrParam  
);
```

Description:

Register callback for QR code scan result

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegSIPCallEventCb

```
HASDK_API void HASDK_CALL HA_RegSIPCallEventCb(  
    HA_Cam* cam,  
    HA\_SIPCallEventCb tcb,  
    void* usrParam  
);
```

Description:

Register callback for sip call event

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

### HA\_RegSIPKeyEventCb

```
HASDK_API void HASDK_CALL HA_RegSIPKeyEventCb(  
    HA_Cam* cam,
```

```

    HA_SIPKeyEventCb tcb,
    void* usrParam
);

```

Description:

Register callback for sip key press event

Arguments:

Argument	Description	In/Out
cam	Handle to camera	In
cb	The callback function	In
usrParam	User defined parameter	In

## Misc Functions

### Logging

#### HA\_LogEnable

```

HASDK_API void HASDK_CALL HA_LogEnable(
    char enable
);

```

Description:

Enable/disable logging

Arguments:

Argument	Description	In/Out
enable	Value indicating whether to enable logging 0: disable Non-zero: enable	In

Note:

By default, logging is enabled and rotated with a max size of 1 MB. The log file is D:/HA\_log.txt.

## Decode Jpeg Data

### HA\_DecodeJpeg

```
HASDK_API int HASDK_CALL HA_DecodeJpeg(  
constunsignedchar* srcJpg,  
int srcJpgLen,  
unsignedchar* desRgb,  
unsignedint* jpgW,  
unsignedint* jpgH  
);
```

Description:

Jpeg decoding function

Arguments:

Argument	Description	In/Out
srcJpg	Jpg data	In
srcJpgLen	Jpg data length	In
desRgb	Decoded data in BGR format	Out
jpgW	The with of image	Out
jpgH	The height of image	Out

### HA\_DecodeJpgSize

```
HASDK_API int HASDK_CALL HA_DecodeJpgSize(  
constunsignedchar* srcJpg,  
int srcJpgLen,  
unsignedint* jpgW,  
unsignedint* jpgH  
);
```

Description:

Get jpeg image width and height

Arguments:

Argument	Description	In/Out
srcJpg	Jpg data	In
srcJpgLen	Jpg data length	In
jpgW	The width	Out
jpgH	The height	Out

### HA\_SaveBMP



```
HASDK_API void HASDK_CALL HA_SaveBMP(
  constchar *filename,
  constunsignedchar* imgData,
  int width,
  int height,
  int cn
);
```

Description:

Save image in bmp format

Arguments:

Argument	Description	In/Out
filename	The destination file name	In
imgData	Image data inBGR format	In
width	The width	In
height	The height	In
cn	Channel count	In

### HA\_SaveJpg

```
HASDK_API int HASDK_CALL HA_SaveJpg(
  constchar *filename,
  constunsignedchar* jpgBuf,
  int len
);
```

Description:

Save image in jpg format

Arguments:

Argument	Description	In/Out
filename	Destination file name	In
jpgBuf	Jpgdata	In
len	Jpg data length	In

## Convert Between GB2312 and Utf8

### HA\_Gb23122Utf8

```
HASDK_API int HASDK_CALL HA_Gb23122Utf8(  
char *inbuf,  
int inlen,  
char *outbuf,  
int outlen  
);
```

Description:

Convert from GB2312 to UTF8

Arguments:

Argument	Description	In/Out
inbuf	GB2312-encoded string buffer	In
inlen	GB2312-encoded string length	In
outbuf	UTF8	Out
outlen	UTF8 buffer length	In

### HA\_Utf82Gb2312

```
HASDK_API int HASDK_CALL HA_Utf82Gb2312(  
char *inbuf,  
int inlen,  
char *outbuf,  
int outlen  
);
```

Description:

Convert from UTF8to GB2312

Arguments:

Argument	Description	In/Out
inbuf	UTF8-encoded string buffer	In
inlen	UTF8-encoded string length	In
outbuf	Gb2312 buffer	Out
outlen	gb2312 buffer length	In

## Extract Face Feature and/or Normalized Image

### HA\_GetJpgFeatureImageNew

```
HASDK_API int HASDK_CALL HA_GetJpgFeatureImageNew(  
    const unsigned char *jpg,  
    int len,  
    unsigned char *feature_image,  
    int *feature_size,  
    unsigned char *faceImgJpg,  
    int *faceJpgLen,  
    const char* twist_version  
);
```

#### Description:

For EV200, to be compatible with new algorithm

#### Arguments:

Argument	Description	In/Out
jpg	The jpg data	In
len	Length of jpg data	In
feature_image	The buffer to receive normalized image (must be > 110KB)	Out
feature_size	In: length of feature_image buffer Out: the actual length of normalized image	In/Out
faceImgJpg	The extracted facial image in jpg format (must be > 10KB)	Out
faceJpgLen	In: length of faceImgJpg buffer Out: the actual length of the facial image	In/Out
twist_version	Algorithm version. if null, all versions of normalized image will be extracted	In

#### Note:

The algorithm version can be get through

[HA\\_GetFaceSystemVersionEx](#) function. Call HA\_FeatureConvert to convert to normalized image that can be used to register

### HA\_FeatureConvert

```
HASDK_API int HASDK_CALL HA_FeatureConvert(
    HA_Cam* cam,
    const unsigned char *feature_image,
    int feature_size,
    FaceImage* twist_image,
    const char* twist_version
);
```

#### Description:

Convert the normalized data extracted to registerable format

#### Arguments:

Argument	Description	In/Out
cam	Handle to camera. If null, the target algorithm version is specified by twist_version	In
feature_image	The new normalized data	In
feature_size	The new normalized data length	In
twist_image	Normalized data struct FaceImage { int img_seq; //fixed to 0 int img_fmt; //fixed to 1 unsigned char *img; //normalized image buffer(must be > 70KB) int img_len; //in:img buffer length out: actual length of normalized data int width; //width of image (Out) int height; //height of image(Out) };	In/Out
twist_version	The algorithm version. If null, the target algorithm will be detected from camera handle	Out

### Extract by BRG Data

### HA\_GetFeatureImage

```

HASDK_API int HASDK_CALL HA_GetFeatureImage(
constunsignedchar *bgrimage,
int width,
int height,
unsignedchar *twist_image,
int *twist_size,
int *twist_width,
int *twist_height,
unsignedchar *faceImgJpg,
int *faceJpgLen
);

```

**Description:**

Extract normalized image and facial image.

**Arguments:**

Argument	Description	In/Out
bgrimage	The image, must be BGR format	In
width	The width of the image	In
height	The height of the image	In
twist_image	Normalized image in BGR format (must be > 70KB)	Out
twist_size	Normalized image length	Out
twist_width	Width of normalized image	Out
twist_height	Height of normalized image	Out
faceImgJpg	Facial image in jpg format	Out
faceJpgLen	Length of facial image	Out

**Extract by Jpeg Data**

**HA\_GetJpgFeatureImage**

```

HASDK_API int HASDK_CALL HA_GetJpgFeatureImage(
constunsignedchar *jpg,
int len,
unsignedchar *twist_image,
int *twist_size,

```

```

int *twist_width,
int *twist_height,
unsignedchar *faceImgJpg,
int *faceJpgLen
);

```

Description:

Extract normalized image and facial image

Arguments:

Argument	Description	In/Out
jpg	The image, support jpg, png, bmp	In
len	The length of the image	In
twist_image	Normalized image in BGR format (must be > 70KB)	Out
twist_size	Normalized image length	Out
twist_width	Width of normalized image	Out
twist_height	Height of normalized image	Out
faceImgJpg	Facial image in jpg format	Out
faceJpgLen	Length of facial image	Out

## Extract by Jpeg Image Path

### HA\_GetJpgPathFeatureImage

```

HASDK_API int HASDK_CALL HA_GetJpgPathFeatureImage(
constunsignedchar *img_path,
unsignedchar *twist_image,
int *twist_size,
int *twist_width,
int *twist_height,
unsignedchar *faceImgJpg,
int *faceJpgLen
);

```

Description:

Extract normalized image and facial image.

Arguments:

Argument	Description	In/Out
img_path	The path of the image, support jpg, png, bmp	In
twist_image	Normalized image in BGR format (must be > 70KB)	Out
twist_size	Normalized image length	Out
twist_width	Width of normalized image	Out
twist_height	Height of normalized image	Out
faceImgJpg	Facial image in jpg format	Out
faceJpgLen	Length of facial image	Out

## Test If Image Is Qualified for Registration

### HA\_FaceDetect

```
HASDK_API int HASDK_CALL HA_FaceDetect(
const unsigned char *rgbimage,
int width,
int height,
struct ha_rect *rect,
struct HA_Point *oripoint
);
```

#### Description:

Test if image is qualified for registration

#### Arguments:

Argument	Description	In/Out
rgbimage	The image data in BGR format	In
width	The width of the image	In
height	The height of the image	In
rect	The face bound in the image	Out
oripoint	The five feature point detected	Out

### HA\_FaceJpgLegal

```
HASDK_API int HASDK_CALL HA_FaceJpgLegal(
    const unsigned char *jpg,
    int len
);
```

Description:

Test if jpeg image is qualified for registration

Arguments:

Argument	Description	In/Out
jpg	Jpg image data	In
len	Jpg image data length	In

Returns:

0: passes the test

Non-zero: error code

## Callback Functions

**discover\_ipscan\_cb\_t**

Description:

Camera searching callback function

```
typedef void (HASDK_CALL *discover_ipscan_cb_t)(
    const struct ipscan_t* ipscan,
    int usr_param
);
```

Arguments:

Argument	Description
ipscan	The discovered camera ip
usr_param	User defined parameter

See also:

[HA\\_RegDiscoverIpScanCb](#)

[HA\\_DiscoverIpScan](#)

**HA\_ConnectEventCb\_t**

Description:



Connect event callback function

```
typedef void (HASDK_CALL *HA_ConnectEventCb_t)(  
structHA_Cam* cam,  
constchar* ip,  
unsignedshort port,  
int event,  
int usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
ip	IP address
port	Port number
event	event 1: connect 2: disconnect
usrParam	User defined parameter

See also:

[HA\\_RegConnectEventCbEx](#)

[HA\\_SetNotifyConnected](#)

### HA\_ServerConnectCb\_t

Description:

Sever connect event callback

```
typedef void (HASDK_CALL *HA_ServerConnectCb_t)(  
structHA_Cam* cam,  
DeviceInfor devInfor,  
unsignedshort port,  
int event,  
void* usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera, null if fail to connect
ip	Ip address

port	Port number
event	event -1: device No. duplicated -2: device No. not configured 1: connect 2: disconnect
usrParam	User defined parameter

### HA\_LiveStreamCb\_t

Description:

Live stream callback (H264)

```
typedef void (HASDK_CALL *HA_LiveStreamCb_t)(
    structHA_Cam* cam,
    constchar* ip,
    conststructHA_LiveStream* stream,
    int usrParam
);
```

Arguments:

Argument	Description
cam	Handle to camera
ip	Ip address
stream	The stream data
usrParam	User defined parameter

See also:

[HA\\_RegLiveStreamCbEx](#)

### HA\_HA\_DecodeImageExCb\_t

Description:

Live stream data callback (rgb)

```
typedef void (HASDK_CALL *HA_DecodeImageCbEx_t)(
    structHA_Cam* cam,
    HA_LiveStream* stream,
    void* usrParam
);
```

Arguments:

Argument	Description
cam	Handle to camera

stream	Live stream data
width	Width of the image
usrParam	User defined parameter

See also:

[HA\\_StartStreamEx1](#)

### HA\_ReadTSerialCb\_t

Description:

Transparent serial port data read callback

```
typedef void (HASDK_CALL *HA_ReadTSerialCb_t)(
structHA_Cam* cam,
int index,
constunsignedchar* data,
int size,
int usrParam
);
```

Arguments:

Argument	Description
cam	Handle to camera
index	Serial port type 1:485 2:232
data	Data read
size	Data length
usrParam	User defined parameter

See also:

[HA\\_RegReadTSerialCbEx](#)

### HA\_GpioInputCb\_t

Description:

GPIO data input callback

```
typedef void (HASDK_CALL *HA_GpioInputCb_t)(
structHA_Cam* cam,
int type,
unsignedintdata,
```

```
void* usrParam);
```

Arguments:

Argument	Description
cam	Handle to camera
type	GPIO signal type 255:gpio 0:26 bit Wiegand 1:34 bit Wiegand
data	When type is gpio, the gpio port number; When type is Wiegand, the Wiegand card number
usrParam	User defined parameter

#### HA\_WGInputCb\_t

Description:

GPIO input callback

```
typedef void (HASDK_CALL *HA_WGInputCb_t)(  
structHA_Cam* cam,  
int type,  
unsignedlong long data,  
void* usrParam);
```

Arguments:

Argument	Description
cam	Handle to camera
type	Input signal type 4:WG66
data	The Wiegand card number
usrParam	User defined parameter

#### HA\_FaceRecoCb\_t

Description:

Face recognition event callback

```
typedef void (HASDK_CALL* HA_FaceRecoCb_t)(  
structHA_Cam* cam,  
conststructFaceRecoInfo* faceRecoInfo,  
void* usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
faceRecoInfo	The face recognition info
usrParam	User defined parameter

See also:

[HA\\_RegFaceRecoCb](#)

### HA\_FaceQueryCb\_t

Description:

Face query result callback

```
typedef void (HASDK_CALL* HA_FaceQueryCb_t)(  
structHA_Cam* cam,  
conststructQueryFaceInfo* faceQueryInfo,  
void* usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
faceQueryInfo	The face registration info
usrParam	User defined parameter

See also:

[HA\\_RegFaceQueryCb](#)

### HA\_FaceRectCb\_t

Description:

The face bound callback

```

typedef void (HASDK_CALL*HA_FaceRectCb_t)(
structHA_Cam* cam,
conststructFaceRect* faceRects,
int rectNum,
int showIdFlag,
void* usrParam
);

```

Arguments:

Argument	Description
cam	Handle to camera
faceRects	The face bound array
rectNum	The size of face bound array
showIdFlag	Value indicating whether show face bound
usrParam	User defined parameter

See also:

[HA\\_RegFaceRectCb](#)

### HA\_FaceDebugImageCb\_t

Description:

Face debug image callback

```

typedef void (HASDK_CALL* HA_FaceDebugImageCb_t)(
structHA_Cam* cam,
structDebugImageInfo *debugImageInfo,
void* usrParam
);

```

Arguments:

Argument	Description
cam	Handle to camera
debugImageInfo	Debug image info
usrParam	User defined parameter

See also:

[HA\\_RegFaceDebugImageCb](#)

### HA\_FaceDebugInfraredImageCb\_t

Description:

Infrared image debug callback

```
typedef void (HASDK_CALL* HA_FaceDebugInfraredImageCb_t)(
    structHA_Cam* cam,
    structBebugInfraredImage *debugImageInfo,
    void* usrParam
);
```

Arguments:

Argument	Description
cam	Handle to camera
debugImageInfo	Infrared debug image data
usrParam	User defined parameter

See also:

[HA\\_RegFaceDebugInfraredImageCb](#)

### HA\_FaceDelProgressCb\_t

Description:

Face delete progress callback

```
typedef void (HASDK_CALL* HA_FaceDelProgressCb_t)(
    structHA_Cam* cam,
    structFaceDelProgressInfo *delProgress,
    void* usrParam
);
```

Arguments:

Argument	Description
cam	Handle to camera
delProgress	The progress info
usrParam	User defined parameter

See also:

[HA\\_RegFaceDeleteProgressCb](#)

[Delete Face](#)

### HA\_SnapshotCb\_t

Description:

Snapshot callback

```

typedef void (HASDK_CALL* HA_SnapshotCb_t)(
structHA_Cam* cam,
structSnapshotImage *snapImage,
void* usrParam
);

```

Arguments:

Argument	Description
cam	Handle to camera
snapImage	The snapshot image
usrParam	User defined parameter

See also:

[HA\\_RegSnapshotCb](#)

[HA\\_Snapshot](#)

### HA\_VerifyStatusCb\_t

Description:

Verify status callback

```

typedef void (HASDK_CALL *HA_VerifyStatusCb_t)(
structHA_Cam* cam,
constchar* ip,
unsignedshort port,
int status,
void* usrParam
);

```

Arguments:

Argument	Description
cam	Handle to camera
ip	Ip address
port	Port number
status	Verification status 0: success Non-zero: see error code
usrParam	User defined parameter

See also:



## [HA\\_RegVerifyStatusCbEx](#)

### **HA\_AlarmRecordCb\_t**

Description:

Gate open event callback

```
typedef void (HASDK_CALL *HA_AlarmRecordCb_t)(  
structHA_Cam* cam,  
structAlarmInfoRecord*alarmRecord,  
void* usrParam)  
;
```

Arguments:

Argument	Description
cam	Handle to camera
alarmRecord	Gate opening info
usrParam	User defined parameter

Note:

Each time a white-listed person matched triggers the callback

See also:

[HA\\_RegAlarmRecordCb](#)

### **HA\_AlarmRequestCb\_t**

Description:

Open gate request callback

```
typedef void (HASDK_CALL *HA_AlarmRequestCb_t)(  
structHA_Cam* cam,  
structAlarmRequest*alarmRequest,  
void* usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
alarmRequest	The request info
usrParam	User defined parameter

See also:

[HA\\_RegAlarmRequestCb](#)

### HA\_FaceReRegistProgressCb\_t

Description:

Reregister face progress callback

```
typedef void (HASDK_CALL* HA_FaceReRegistProgressCb_t)(  
structHA_Cam* cam,  
structFaceReRegistProgressInfo *registProgress,  
void* usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
registProgress	The reregister progress
usrParam	User defined parameter

See also:

[HA\\_RegFaceReRegistProgressCb](#)

### HA\_FaceRecordCb\_t

Description:

Face record query callback

```
typedef void (HASDK_CALL* HA_FaceRecordCb_t)(  
structHA_Cam* cam,  
conststructRecordData* recordInfo,  
void* usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
recordInfo	The record data
usrParam	User defined parameter

See also:

[HA\\_RegFaceRecordQueryCb](#)

[HA\\_QueryFaceRecord](#)

### **HA\_SearchWiFiCb\_t**

Description:

The wifi searching result callback

```
typedef void (HASDK_CALL *HA_SearchWiFiCb_t)(  
    struct HA_Cam* cam,  
    int num ,  
    WifiSignal* signal,  
    void*usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
num	Number of wifi info array
signal	wifi info array
usrParam	User defined parameter

See also:

[HA\\_RegSearchWiFiCb](#)

### **HA\_CamPingCb\_t**

Description:

Camera ping result callback

```
typedef void (HASDK_CALL *HA_CamPingCb_t)(  
    struct HA_Cam* cam,  
    char* Infor,  
    int size,  
    void*usrParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera

Infor	Ping result
size	The lengh of ping result
usrParam	User defined parameter

See also:

[HA\\_RegCamPingCb](#)

[HA\\_CamPing](#)

### HA\_WifiConnectCb\_t

Description:

Wifi connect result callback

```
typedef void (HASDK_CALL *HA_WifiConnectCb_t)(
    struct HA_Cam* cam,
    int state,
    char* ssid,
    char* ip,
    void* usrParam
);
```

Arguments:

Argument	Description
cam	Handle to camera
state	0: connect succeed 1: disconnected 2:wifi not found 3: password error 4: connection rejected
ssid	The wifissid when connect succeed, otherwise, null
ip	Wifi interface ip address when connect succeed, othersize, null
usrParam	User defined parameter

See also:

[HA\\_RegWifiConnectCb](#)

### HA\_QRCodeCb\_t

Description:

QR code scan result

```

typedef void (HASDK_CALL *HA_QRCodeCb_t)(
    struct HA_Cam* cam,
    unsigned char* code,
    void* resv,
    void* usrParam
);

```

Arguments:

Argument	Description
cam	Handle to camera
code	The qr code string
resv	reserved
usrParam	User defined parameter

See also:

[HA\\_RegQRCodeCb](#)

### HA\_SIPCallEventCb\_t

Description:

SIP call event callback

```

typedef void (HASDK_CALL *HA_SIPCallEventCb_t)(
    struct HA_Cam* cam,
    int sipEvent,
    char* resv,
    void* userParam
);

```

Arguments:

Argument	Description
cam	Handle to camera
sipEvent	Sip call event, see <a href="#">enumSIPEventCall</a>
resv	reserved
usrParam	User defined parameter

See also:

[HA\\_RegSIPCallEventCb](#)

### HA\_SIPKeyEventCb\_t

Description:

SIP key press event callback

```
typedef void (HASDK_CALL *HA_SIPKeyEventCb_t)(  
    struct HA_Cam* cam,  
    int keyId,  
    char* resv,  
    void* userParam  
);
```

Arguments:

Argument	Description
cam	Handle to camera
keyId	The key code keyId 0-9 == 0-9 keyId 10 == * keyId 11 == #
resv	reserved
usrParam	User defined parameter

See also:

[HA\\_RegSIPKeyEventCb](#)

# 5 Sample Code

## 5.1 Connect Camera

```
void __stdcallConnectEventCb(struct HA_Cam* cam, const char* ip,
unsigned short port, int event, int usrParam)
{
    If(event==1)
        printf("connect succeed");
    else if(event==2)
        printf("disconnected");
} //define the connect event callback function

HA_Init(); //SDK initialization
HA_InitFaceModel(NULL); //face extraction module initialization
HA_SetNotifyConnected(1); //enable connect event callback
HA_RegConnectEventCb(ConnectEventCb,0); //register global
connect event
char* p_ip="192.168.0.111"; //ip address of camera
int port =9527; //port, fixed to 9527;
int erroNum=0; /*the error code, for some old camera, the
connection can be successful even if the connect function return
error, thus, the HA_Connected function is recommended to test if
connect is successful*/
HA_Cam* cam = HA_Connect(p_ip, port, NULL, NULL, &erroNum);
//connect to the camera
If(HA_Connected(cam)) //test connect status
    printf("succeed");
else
    printf("failed");
/*****
Call other functions here
*****/
HA_DeInit(); // SDK deinitialization
```

## 5.2 Register Face

```
FaceFlags faceID; //the person info struct
char* patch[5];
patch[0]="./xxx.jpg"; //the face image path
```

```

    faceID.effectTime = 0xFFFFFFFF; //valid to time: never expire
in this case
    faceID.effectStartTime = 0; //valid from time
    faceID.role = 1; //person category, normal
    strcpy(faceID.faceID, "xxxxxxxx"); //face id, must be unique
    strcpy(faceID.faceName, "xxxxxxxx");//person name
int ret=HA_AddJpgPaths(cam, &faceID, patch, 1, 1); //do the
    registration
    if(ret==ERR_NONE)
        printf("register succeed");
    else
        printf("register failed, error code=%d\n",ret);//failed
        register, show error code

```

## 5.2 Registration Query

```

void __stdcallfaceQueryCb_t(struct HA_Cam* cam, const struct
QueryFaceInfo* faceQueryInfo, void* usrParam){
    printf("record_count=%d record_no=%d personID=%s version=%d\n", faceQueryInfo->record_count,
faceQueryInfo->record_no, faceQueryInfo->personID, faceQueryInfo->version);//the callback
function, print info here
} /*define the callback for the query result, record_no == 0
    indicates no more query result*/

HA_RegFaceQueryCb(cam, faceQueryCb_t,NULL); //register face
query callback function
char flags=0;
short mode=1;//fuzzy query
QueryCondition conditon;//the criteria
strcpy(conditon.faceID, "XXXXX"); //face id
strcpy(conditon.faceName, "XXXXX"); //person name
flags |= QUERY_BY_ID; //enable id field
flags |= QUERY_BY_NAME;//enable name field
int ret=HA_QueryFaceEx(g_cam[Using_cam].cam, -1, 1, 100, 1, 1, flags, mode,
&conditon);//do the query in pagination
if (ret == ERR_NONE)
    printf("query succeed");
else
    printf("query failed, error code =%d\n", ret);

```