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SDK API

- [BS2_Version](#): SDK
- [BS2_AllocateContext](#): Context
- [BS2_ReleaseContext](#): Context
- [BS2_Initialize](#): Context
- [BS2_ReleaseObject](#):
- [BS2_MakePinCode](#): PIN
- [BS2_MakePinCodeWithKey](#): PIN [+ 2.7.1]
- [BS2_SetMaxThreadCount](#):
- [BS2_ComputeCRC16CCITT](#): CRC-16 CCITT
- [BS2_GetCardModel](#): 가
- [BS2_SetDataEncryptKey](#): PIN [+ 2.7.1]
- [BS2_RemoveDataEncryptKey](#):
- [BS2_SetDeviceSearchingTimeout](#):
- [BS2_SetDebugFileLog](#):
- [BS2_SetDebugFileLogEx](#): (가) [+ 2.8.3]
- [BS2_EnableDeviceLicense](#): [+ 2.9.1]
- [BS2_DisableDeviceLicense](#): [+ 2.9.1]
- [BS2_QueryDeviceLicense](#): [+ 2.9.1]

BS2EncryptKey

```
enum
{
    BS2_ENC_KEY_SIZE = 32,
};

typedef struct
{
    uint8_t key[BS2_ENC_KEY_SIZE];
    uint8_t reserved[32];
} BS2EncryptKey;
```

1. *key*

2. *reserved*

BS2LicenseBlob

```
typedef struct {
    BS2_LICENSE_TYPE    licenseType;
    uint16_t            numOfDevices;
    BS2_DEVICE_ID*     deviceIDObjs;
    uint32_t            licenseLen;
    uint8_t*            licenseObj;
} BS2LicenseBlob;
```

1. licenseType

0x0000	None
0x0001	Visual QR

2. numOfDevices

3. deviceIDObjs

가 slave

4. licenseLen

5. licenseObj

BS2LicenseResult

```
typedef struct {
    BS2_DEVICE_ID    deviceID;
    BS2_LICENSE_STATUS status;
} BS2LicenseResult;
```

1. deviceID

2. status

0	Not supported ()
1	Disable ()
2	Enable ()
3	Expired ()

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