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Zone Control API

가

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 - [BS2_GetAllAntiPassbackZone:](#) 가
 - [BS2_GetAntiPassbackZoneStatus:](#) 가
 - [BS2_GetAllAntiPassbackZoneStatus:](#) 가
 - [BS2_SetAntiPassbackZone:](#)
 - [BS2_SetAntiPassbackZoneAlarm:](#)
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 - [BS2_CheckGlobalAPBViolation:](#)
 - [BS2_SetGlobalAPBViolationByDoorOpenHandler:](#) [+ 2.7.0]
가
 - [BS2_CheckGlobalAPBViolationByDoorOpen:](#) [+ 2.7.0]
-

- 가 (,)
- [BS2_GetTimedAntiPassbackZone:](#) 가
 - [BS2_GetAllTimedAntiPassbackZone:](#) 가
 - [BS2_GetTimedAntiPassbackZoneStatus:](#) 가
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 - [BS2_RemoveTimedAntiPassbackZone:](#)
 - [BS2_RemoveAllTimedAntiPassbackZone:](#)
-

- [BS2_ClearTimedAntiPassbackZoneStatus:](#)
- [BS2_ClearAllTimedAntiPassbackZoneStatus:](#)

가 BioStar	BioStar				
• BS2_GetFireAlarmZone:		가	.		
• BS2_GetAllFireAlarmZone:		가	.		
• BS2_GetFireAlarmZoneStatus:				가	.
• BS2_GetAllFireAlarmZoneStatus:				가	.
• BS2_SetFireAlarmZone:		.			
• BS2_SetFireAlarmZoneAlarm:				.	
• BS2_RemoveFireAlarmZone:			.		
• BS2_RemoveAllFireAlarmZone:			.		

/					
		/			
		,			
• BS2_GetScheduledLockUnlockZone:		/		가	.
• BS2_GetAllScheduledLockUnlockZone:		/		가	.
• BS2_GetScheduledLockUnlockZoneStatus:			/		가
• BS2_GetAllScheduledLockUnlockZoneStatus:			/		가
• BS2_SetScheduledLockUnlockZone:		/		.	
• BS2_SetScheduledLockUnlockZoneAlarm:		/		.	
• BS2_RemoveScheduledLockUnlockZone:			/	.	
• BS2_RemoveAllScheduledLockUnlockZone:			/	.	

		가			
가 BioStar	BioStar				
• BS2_GetIntrusionAlarmZone:		가	.		
• BS2_GetIntrusionAlarmZoneStatus:				가	.
• BS2_GetAllIntrusionAlarmZoneStatus:				가	.
• BS2_SetIntrusionAlarmZone:		.			
• BS2_SetIntrusionAlarmZoneAlarm:			.		

- [BS2_RemoveIntrusionAlarmZone:](#) .
- [BS2_RemoveAllIntrusionAlarmZone:](#) .
- [BS2_SetIntrusionAlarmZoneArm:](#) / .

[CoreStation]

CoreStation

- [BS2_GetInterlockZone:](#) 가 .
- [BS2_GetInterlockZoneStatus:](#) 가 .
- [BS2_GetAllInterlockZoneStatus:](#) 가 .
- [BS2_SetInterlockZone:](#) .
- [BS2_SetInterlockZoneAlarm:](#) .
- [BS2_RemoveInterlockZone:](#) .
- [BS2_RemoveAllInterlockZone:](#) .

Ethernet

Zone Master BioStar V2.x 가 가 (Master ↔ Member)
Ethernet TCP Zone 1.x Entrance Limit, Fire Alarm
Zone . A2(FW 1.4.0), BS2(FW 1.5.0) and P2(FW 1.0.0)

- [BS2_GetDeviceZone:](#) Ethernet 가 .
- [BS2_GetAllDeviceZone:](#) Ethernet 가 .
- [BS2_SetDeviceZone:](#) Ethernet .
- [BS2_RemoveDeviceZone:](#) Ethernet .
- [BS2_RemoveAllDeviceZone:](#) Ethernet .
- [BS2_SetDeviceZoneAlarm:](#) Ethernet .
- [BS2_ClearDeviceZoneAccessRecord:](#) Ethernet .
- [BS2_ClearAllDeviceZoneAccessRecord:](#) Ethernet .
- [BS2_GetDeviceZoneAGEntranceLimit:](#) Ethernet Access Group 가
- [BS2_GetAllDeviceZoneAGEntranceLimit:](#) Ethernet Access Group 가
- [BS2_SetDeviceZoneAGEntranceLimit:](#) Ethernet Access Group .
- [BS2_RemoveDeviceZoneAGEntranceLimit:](#) Ethernet Access Group .
- [BS2_RemoveAllDeviceZoneAGEntranceLimit:](#) Ethernet Access Group .

- [BS2_GetDeviceZoneMasterConfig](#): Ethernet master 가 .
- [BS2_SetDeviceZoneMasterConfig](#): Ethernet master .
- [BS2_RemoveDeviceZoneMasterConfig](#): Ethernet master .

Lift /

[+ 2.7.0] Elevator , .

- [BS2_GetLiftLockUnlockZone](#): Lift / 가 .
- [BS2_GetAllLiftLockUnlockZone](#): Lift / 가 .
- [BS2_GetLiftLockUnlockZoneStatus](#): Lift / 가 .
- [BS2_GetAllLiftLockUnlockZoneStatus](#): Lift / 가 .
- [BS2_SetLiftLockUnlockZone](#): Lift / .
- [BS2_SetLiftLockUnlockZoneAlarm](#): Lift / .
- [BS2_RemoveLiftLockUnlockZone](#): Lift / .
- [BS2_RemoveAllLiftLockUnlockZone](#): Lift / .

OnCheckGlobalAPBViolation

가 .

```
typedef void (*OnCheckGlobalAPBViolation)(uint32_t deviceId, uint16_t seq,
const char* userID_1, const char* userID_2, bool isDualAuth);
```

1. *deviceId* .
2. *seq* .
3. *userID_1* ID .
4. *userID_2* ID .
5. *isDualAuth* .

OnCheckGlobalAPBViolationByDoorOpen

가 , 1

```
typedef void (*OnCheckGlobalAPBViolationByDoorOpen)(uint32_t deviceId,  
uint16_t seq, const char* userID_1, const char* userID_2, bool isDualAuth);
```

1. *deviceId*

2. *seq*

3. *userID_1*

ID .

4. *userID_2*

ID .

5. *isDualAuth*

OnUpdateGlobalAPBViolationByDoorOpen

가 , 2

```
typedef void (*OnUpdateGlobalAPBViolationByDoorOpen)(uint32_t deviceId,  
uint16_t seq, const char* userID_1, const char* userID_2, bool isDualAuth);
```

1. *deviceId*

2. *seq*

3. *userID_1*

ID .

4. *userID_2*

ID .

5. *isDualAuth*

BS2ZoneStatus

```
typedef struct {
    uint32_t id;
    uint8_t status;
    uint8_t disabled;
    uint8_t reserved[6];
} BS2ZoneStatus;
```

1. *id*

2. *status*

0	
1	
2	scheduled lock
4	scheduled unlock

3. *disabled*

flag

4. *reserved*

BS2ApbMember

```
typedef struct {
    uint32_t deviceID;
    uint8_t type;
    uint8_t reserved[3];
} BS2ApbMember;
```

1. *deviceID*

2. *type*

APB reader

-1	
0	
1	

3. reserved

BS2TimedApbMember

```
typedef struct {
    uint32_t deviceID;
    uint8_t reserved[4];
} BS2TimedApbMember;
```

1. deviceID

2. reserved

BS2FireSensor

```
typedef struct {
    uint32_t deviceID;
    uint8_t port;
    uint8_t switchType;
    uint8_t duration;
} BS2FireSensor ;
```

1. deviceID

2. port

3. switchType

0	
1	

4. duration

millisecond

BS2AntiPassbackZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t type;
    uint8_t numReaders;
```

```
uint8_t numBypassGroups;
uint8_t disabled;
uint8_t alarmed;
uint8_t reserved[3];
uint32_t resetDuration;
BS2Action alarm[BS2_MAX_APB_ALARM_ACTION];
BS2ApbMember readers[BS2_MAX_READERS_PER_APB_ZONE];
uint8_t reserved2[512];
uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_APB_ZONE];
} BS2AntiPassbackZone;
```

1. zoneID

1 가 .

가 .

2. name

BioStar .

3. type

0	Hard APB(가)
1	Soft APB()

4. numReaders

APB reader .

5. numBypassGroups

APB .

6. disabled

flag .

7. alarmed

.

8. reserved

.

9. resetDuration

APB () , 0 , BS2_ClearAntiPassbackZoneStatus .

10. <i>alarm</i>	가 APB	5	.
11. <i>readers</i>		64	.
12. <i>reserved2</i>			.
13. <i>bypassGroupIDs</i>	APB	16	.

BS2TimedAntiPassbackZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t type;
    uint8_t numReaders;
    uint8_t numBypassGroups;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[3];
    uint32_t resetDuration;
    BS2Action alarm[BS2_MAX_TIMED_APB_ALARM_ACTION];
    BS2TimedApbMember readers[BS2_MAX_READERS_PER_TIMED_APB_ZONE];
    uint8_t reserved2[320];
    uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_TIMED_APB_ZONE];
} BS2TimedAntiPassbackZone;
```

1. *zoneID*

1	가	.
---	---	---

2. *name*

BioStar

.

3. *type*

.

0	Hard APB(가)
1	Soft APB()

4. *numReaders*

reader	.
--------	---

5. *numBypassGroups*

.

6. *disabled*

flag

7. *alarmed*8. *reserved*9. *resetDuration*

가

0

BioStar

10. *alarm*

가

5

11. *readers*

64

12. *reserved2*13. *bypassGroupIDs*

16

BS2FireAlarmZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t numSensors;
    uint8_t numDoors;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[8];
    BS2FireSensor sensor[BS2_MAX_FIRE_SENSORS_PER_FIRE_ALARM_ZONE];
    BS2Action alarm[BS2_MAX_FIRE_ALARM_ACTION];
    uint8_t reserved2[32];
    uint32_t doorIDs[BS2_MAX_DOORS_PER_FIRE_ALARM_ZONE];
} BS2FireAlarmZone;
```

1. *zoneID*

1

가

2. *name*

BioStar

3. *numSensors*

4. numDoors			
5. alarmed			
6. disabled			
flag			
7. reserved			
8. sensor			8
9. alarm	5		
10. reserved2			
11. doorIDs			32

BS2ScheduledLockUnlockZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint32_t lockScheduleID;
    uint32_t unlockScheduleID;
    uint8_t numDoors;
    uint8_t numBypassGroups;
    uint8_t numUnlockGroups;
    uint8_t bidirectionalLock;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[6];
    BS2Action alarm[BS2_MAX_SCHEDULED_LOCK_UNLOCK_ALARM_ACTION];
    uint8_t reserved2[32];
    uint32_t doorIDs[BS2_MAX_DOORS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
    uint32_t
bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
    uint32_t
unlockGroupIDs[BS2_MAX_UNLOCK_GROUPS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
} BS2ScheduledLockUnlockZone;
```

1. zoneID	1	가	
2. name			
BioStar			

3. <i>lockScheduleID</i>			
4. <i>unlockScheduleID</i>			
5. <i>numDoors</i>			
6. <i>numBypassGroups</i>			
7. <i>numUnlockGroups</i>			
8. <i>bidirectionalLock</i>			
9. <i>disabled</i>			
flag			
10. <i>alarmed</i>			
11. <i>reserved</i>			
12. <i>alarm</i>			
	5		
13. <i>reserved2</i>			
14. <i>doorIDs</i>			
	32		
15. <i>bypassGroupIDs</i>			
		16	
16. <i>unlockGroupIDs</i>			
16			

BS2IntrusionAlarmZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t armDelay;
    uint8_t alarmDelay;
    uint8_t disabled;
    uint8_t reserved[1];
}
```

```

uint8_t numReaders;
uint8_t numInputs;
uint8_t numOutputs;
uint8_t numCards;
uint8_t numDoors;
uint8_t numGroups;
uint8_t reserved2[10];
} BS2IntrusionAlarmZone;

```

1. *zoneID*

1 가 .

2. *name*

BioStar .

3. *armDelay*

.

4. *alarmDelay*

.

5. *disabled*

flag .

6. *reserved[1]*

.

7. *numReaders*

.

8. *numInputs*

.

9. *numOutputs*

.

10. *numCards*

.

11. *numDoors*

.

12. *numGroups*

.

13. *reserved*

.

BS2IntrusionAlarmZoneBlob

```

typedef struct {
    BS2IntrusionAlarmZone IntrusionAlarmZone;
}

```

```

    BS2AlarmZoneMember* memberObjs;
    BS2AlarmZoneInput* inputObjs;
    BS2AlarmZoneOutput* outputObjs;
    BS2CSNCard* cardObjs;
    BS2_D00R_ID* doorIDs;
    BS2_ACCESS_GROUP_ID* groupIDs;
} BS2IntrusionAlarmZoneBlob;

```

1. *IntrusionAlarmZone*

2. *memberObjs*

IntrusionAlarmZone.numReaders

3. *inputObjs*

IntrusionAlarmZone.numInputs

4. *outputObjs*

IntrusionAlarmZone.numOutputs

5. *cardObjs*

IntrusionAlarmZone.numCards

[Smartcard API](#)

6. *doorIDs*

IntrusionAlarmZone.numDoors

7. *groupIDs*

IntrusionAlarmZone.numGroups

BS2InterlockZone

```

typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t disabled;
    uint8_t numInputs;
    uint8_t numOutputs;
    uint8_t numDoors;
    uint8_t reserved[8];
} BS2InterlockZone;

```

1. *zoneID*

1

가

2. *name*

BioStar

3. *disabled*

flag

4. *numInputs*

5. *numOutputs*

6. *numDoors*

7. *reserved*

BS2InterlockZoneBlob

```
typedef struct {  
    BS2InterlockZone InterlockZone;  
    BS2InterlockZoneInput* inputObjs;  
    BS2InterlockZoneOutput* outputObjs;  
    BS2_D00R_ID* doorIDs;  
} BS2InterlockZoneBlob;
```

1. *InterlockZone*

2. *inputObjs*

InterlockZone.numInputs

3. *outputObjs*

InterlockZone.numOutputs

4. *doorIDs*

InterlockZone.numDoors

BS2DeviceZoneEntranceLimitMaster

```
typedef struct {  
    char name[BS2_MAX_ZONE_NAME_LEN];  
    uint8_t type;  
    uint8_t reserved1[3];  
    uint32_t entryLimitInterval_s;  
    uint8_t numEntranceLimit;
```

```
uint8_t numReaders;
uint8_t numAlarm;
uint8_t numBypassGroups;
uint8_t maxEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
uint32_t periodStart_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
uint32_t periodEnd_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
BS2DeviceZoneEntranceLimitMemberInfo
readers[BS2_MAX_READERS_PER_DEVICE_ZONE_ENTRANCE_LIMIT];
BS2Action alarm[BS2_MAX_DEVICE_ZONE_ENTRANCE_LIMIT_ALARM_ACTION];
BS2_ACCESS_GROUP_ID
bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_DEVICE_ZONE_ENTRANCE_LIMIT];
uint8_t reserved3[8 * 4];
} BS2DeviceZoneEntranceLimitMaster;
```

1. *name*
BioStar

2. *type*

1	Soft EntranceLimit(가)
2	Hard EntranceLimit()

3. *reserved1[3]*

4. *entryLimitInterval_s*

5. *numEntranceLimit*

6. *numReaders*
reader

7. *numAlarm*

8. *numBypassGroups*

9. *maxEntry*

10. *periodStart_s*
가 ()

11. *periodEnd_s*
가 ()


```

    BS2DeviceZoneFireAlarmMemberInfo
    readers[BS2_MAX_READERS_PER_DEVICE_ZONE_FIRE_ALARM];
    BS2Action alarm[BS2_MAX_DEVICE_ZONE_FIRE_ALARM_ALARM_ACTION];
    uint8_t reserved2[8 * 40];
} BS2DeviceZoneFireAlarmMaster;

```

1. *name*

BioStar

2. *numReaders*

3. *reserved1*

4. *readers*

5. *alarm*

5

6. *reserved2*

BS2DeviceZoneFireAlarmMember

```

typedef struct {
    BS2_PORT masterPort;
    uint8_t reserved1[2];
    BS2_IPV4_ADDR masterIP;
    uint8_t numSensors;
    uint8_t numDoors;
    uint8_t reserved2[2];
    BS2DeviceZoneFireSensor
sensor[BS2_MAX_FIRE_SENSORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
    union {
        BS2_D00R_ID
doorIDs[BS2_MAX_DOORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
        BS2_LIFT_ID
liftIDs[BS2_MAX_DOORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
    };
} BS2DeviceZoneFireAlarmMember;

```

1. *masterPort*

master port

2. *reserved1*

3. *masterIP*

master IP .

4. numSensors

5. numDoors

6. reserved2

7. sensor 8

8. doorIDs 8

9. liftIDs 8
Lift

BS2DeviceZoneFireAlarmMemberInfo

```
typedef struct {
    uint32_t readerID;
} BS2DeviceZoneFireAlarmMemberInfo;
```

1. readerID

BS2DeviceZoneFireSensor

```
typedef struct {
    uint32_t deviceID;
    uint8_t port;
    uint8_t switchType;
    uint16_t duration;
} BS2DeviceZoneFireSensor;
```

1. deviceID

2. port

3. switchType

0	

1	

4. duration

millisecond

.

BS2DeviceZone

```
typedef struct {
    uint32_t zoneID;
    uint8_t zoneType;
    uint8_t nodeType;
    uint8_t enable;
    uint8_t reserved[1];
    union {
        BS2DeviceZoneEntranceLimitMaster entranceLimitMaster;
        BS2DeviceZoneEntranceLimitMember entranceLimitMember;
        BS2DeviceZoneFireAlarmMaster fireAlarmMaster;
        BS2DeviceZoneFireAlarmMember fireAlarmMember;
    };
} BS2DeviceZone;
```

1. zoneID

1

가

.

2. zoneType

.

3. nodeType

.

4. enable

flag

.

5. reserved[1]

.

BS2DeviceZoneAGEntranceLimit

```
typedef struct {
    uint32_t zoneID;
    uint16_t numAGEntranceLimit;
    uint16_t reserved1;
    uint32_t periodStart_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint32_t periodEnd_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint16_t numEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint16_t
maxEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE][BS2_MAX_ACCESS_GROUP_ENTRANCE_LIMI
```

```
T_PER_ENTRANCE_LIMIT];
uint32_t
accessGroupID[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE][BS2_MAX_ACCESS_GROUP_ENTRANCE
_LIMIT_PER_ENTRANCE_LIMIT];
} BS2DeviceZoneAGEntranceLimit;
```

1. zoneID
- 1가.
2. numAGEntranceLimit
- .
3. reserved1
- .
4. periodStart_s
- 가.
5. periodEnd_s
- 가.
6. numEntry
- .
7. maxEntry
- .
8. accessGroupID
- 16

BS2LiftFloors

```
typedef struct {
    uint32_t liftID;
    uint16_t numFloors;
    uint16_t reserved;
    uint8_t floorIndices[256];
} BS2LiftFloors;
```

1. liftID
- lift1가.
2. numFloors
- floorIndices.
3. reserved
- .
4. floorIndices
- BS2LiftBS2LiftFloor 255floor
- , 1, 3, 5, 9BS2LiftFloorscheduled lock/unlockfloor.

floorIndices[0] 1, 3, 5, 9 .

BS2LiftLockUnlockZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint32_t unlockScheduleID;
    uint32_t lockScheduleID;

    uint8_t numLifts;
    uint8_t numBypassGroups;
    uint8_t numUnlockGroups;
    uint8_t unused;

    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[6];

    BS2Action alarm[BS2_MAX_LIFT_LOCK_UNLOCK_ALARM_ACTION];

    uint8_t reserved2[32];

    BS2LiftFloors lifts[BS2_MAX_LIFTS_IN_LIFT_LOCK_UNLOCK_ZONE];
    uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_IN_LIFT_LOCK_UNLOCK_ZONE];
    uint32_t unlockGroupIDs[BS2_MAX_UNLOCK_GROUPS_IN_LIFT_LOCK_UNLOCK_ZONE];
} BS2LiftLockUnlockZone;
```

1. zoneID

1 가 .

2. name

BioStar .

3. unlockScheduleID

lift floor .

4. lockScheduleID

lift floor .

5. numLifts

lifts .

6. numBypassGroups

lift .

7. numUnlockGroups

lift 가 .

8. <i>unused</i>	.		
9. <i>disabled</i>	flag	.	
10. <i>alarmed</i>	.		
11. <i>reserved</i>	.		
12. <i>alarm</i>		5	.
13. <i>reserved2</i>	.		
14. <i>lifts</i>			
lift	floor	.	
15. <i>bypassGroupIDs</i>			
lift			16
16. <i>unlockGroupIDs</i>			
lift		가	
16	.		

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