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Slave Control API

RS485

- [BS2_GetSlaveDevice](#): RS485
- [BS2_SetSlaveDevice](#): CoreStation RS485
- [BS2_GetSlaveExDevice](#): CoreStation RS485
- [BS2_SetSlaveExDevice](#): CoreStation RS485
- [BS2_SearchDevicesCoreStation](#): CoreStation
- [BS2_SearchDevicesCoreStationEx](#): [+ 2.6.3] CoreStation (host ip)
- [BS2_GetDevicesCoreStation](#): CoreStation

SDK가 가

BS2Rs485SlaveDevice

```
typedef struct {
    uint32_t deviceID;
    uint16_t deviceType;
    uint8_t enableOSDP;
    uint8_t connected;
} BS2Rs485SlaveDevice;
```

1. *deviceID*
2. *deviceType*
3. *enableOSDP* flag
4. *connected* 가 flag

BS2Rs485SlaveDeviceEX

```
typedef struct {
    uint32_t deviceID;
    uint16_t deviceType;
    uint8_t enableOSDP;
    uint8_t connected;
    uint8_t channelInfo;
    uint8_t reserved[3];
} BS2Rs485SlaveDeviceEX;
```

1. deviceID
2. deviceType
3. enableOSDP

flag
4. connected

가

flag
5. channelInfo

Channel
6. reserved

BS2OsdpStandardDevice

```
typedef struct {
    BS2_DEVICE_ID      deviceID;          ///< 4 bytes
    BS2_DEVICE_TYPE    deviceType;        ///< 2 bytes
    BS2_B00L           enableOSDP;        ///< 1 byte
    BS2_B00L           connected;         ///< 1 byte

    uint8_t            channelInfo;       ///< 1 byte
    uint8_t            osdpID;            ///< 1 byte
    BS2_B00L           supremaSearch;     ///< 1 byte
    BS2_B00L           activate;          ///< 1 byte

    BS2_B00L           useSecure;         ///< 1 byte
    uint8_t            vendorCode[3];     ///< 3 bytes

    BS2_VERSION        fwVersion;         ///< 4 bytes

    uint8_t            modelNumber;       ///< 1 byte
    uint8_t            modelVersion;     ///< 1 byte
}
```

```
BS2_B00L      readInfo;          ///< 1 byte
uint8_t       reserved[25];      ///< 25 byte (packing)
} BS20sdpStandardDevice;         ///< 48 bytes
```

1. deviceID
OSDP
2. deviceType
BS2_DEVICE_TYPE_3RD_OSDP_DEVICE
3. enableOSDP
true
4. connected
true OSDP 가
5. channelInfo
CoreStation40 0~4 5 가
6. osdpID
OSDP
7. supremaSearch
OSDP RS485 , false
8. activate
,
9. useSecure
,
- BS2_SetOsdpStandardDeviceSecurityKey
10. vendorCode
Vendor
11. fwVersion
OSDP FW
12. modelNumber
OSDP
13. modelVersion
OSDP
14. readInfo
vendorCode fwVersion, model , OSDP
가 master
15. reserved

BS2OsdpStandardNotify

```
typedef struct {
    BS2_DEVICE_ID      deviceID;          ///< 4 bytes
    BS2_DEVICE_TYPE    deviceType;        ///< 2 bytes
    BS2_B00L           enableOSDP;        ///< 1 byte
    BS2_B00L           connected;          ///< 1 byte

    uint8_t            channelInfo;        ///< 1 byte
    uint8_t            osdpID;             ///< 1 byte
    BS2_B00L           supremaSearch;      ///< 1 byte
    BS2_B00L           activate;           ///< 1 byte

    BS2_B00L           useSecure;          ///< 1 byte
    uint8_t            vendorCode[3];      ///< 3 bytes

    BS2_VERSION        fwVersion;          ///< 4 bytes

    uint8_t            modelNumber;        ///< 1 byte
    uint8_t            modelVersion;       ///< 1 byte
    BS2_B00L           readInfo;           ///< 1 byte
    uint8_t            reserved[5];        ///< 5 bytes (packing)
} BS2OsdpStandardNotify;                ///< 48 bytes
```

1. deviceID
OSDP .
2. deviceType
 . BS2_DEVICE_TYPE_3RD_OSDP_DEVICE .
3. enableOSDP
true .
4. connected
true OSDP 가 .
5. channelInfo
 . CoreStation40 0~4 5 가 , .
6. osdpID
OSDP .
7. supremaSearch
OSDP RS485 , false .
8. activate
 , , .
9. useSecure
 .

BS2_SetOsdpStandardDeviceSecurityKey

10. *vendorCode*

Vendor

11. *fwVersion*

OSDP FW

12. *modelName*

OSDP

13. *modelVersion*

OSDP

14. *readInfo*

vendorCode fwVersion, model , OSDP
가 master

15. *reserved*

BS20sdpStandardDeviceAdd

```
typedef struct {
    uint8_t      osdpID;                ///< 1 byte
    uint8_t      activate;              ///< 1 byte
    uint8_t      useSecureSession;      ///< 1 byte
    uint8_t      deviceType;            ///< 1 byte
    BS2_DEVICE_ID deviceID;             ///< 4 bytes
} BS2osdpStandardDeviceAdd;           ///< 8 bytes
```

1. *osdpID*

OSDP 가 0~126

2. *activate*

, false

3. *useSecureSession*

BS2 SetOsdpStandardDeviceSecurityKey

4. *deviceType*

. BS2 DEVICE TYPE 3RD OSDP DEVICE

5. *deviceId*

. 0 master 가

BS20sdpStandardDeviceUpdate

```
typedef struct {
    uint8_t      osdpID;                ///< 1 byte
    uint8_t      activate;              ///< 1 byte
    uint8_t      useSecureSession;      ///< 1 byte
    uint8_t      deviceType;            ///< 1 byte
    BS2_DEVICE_ID deviceID;             ///< 4 bytes
} BS20sdpStandardDeviceUpdate;         ///< 8 bytes
```

1. *osdpID*

OSDP 가 0~126 , 가

2. *activate*

, false

3. *useSecureSession*

BS2 SetOsdpStandardDeviceSecurityKey

4. *deviceType*

. BS2 DEVICE TYPE 3RD OSDP DEVICE

5. *deviceId*

BS20sdpStandardDeviceCapability

```
typedef struct {
    uint8_t compliance;
    uint8_t count;
} BS20sdpStandardDeviceCapabilityItem;

typedef struct {
    BS20sdpStandardDeviceCapabilityItem input;          ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem output;         ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem led;            ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem audio;          ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem textOutput;     ///< 2 bytes
}
```

```
BS20sdpStandardDeviceCapabilityItem    reader;                ///< 2 bytes

uint16_t                               recvBufferSize;        ///< 2 bytes
uint16_t                               largeMsgSize;          ///< 2 bytes

uint8_t                                osdpVersion;           ///< 1 byte
uint8_t                                cardFormat;             ///< 1 byte
uint8_t                                timeKeeping;            ///< 1 byte
uint8_t                                canCommSecure;          ///< 1 byte

BS2_B00L                               crcSupport;            ///< 1 byte
BS2_B00L                               smartCardSupport;      ///< 1 byte
BS2_B00L                               biometricSupport;       ///< 1 byte
BS2_B00L                               securePinEntrySupport;   ///< 1 byte

uint8_t                                reserved[4];            ///< 4 bytes
} BS20sdpStandardDeviceCapability;    ///< 28 bytes
```

1. *compliance*
- PD (function) (compliance level) , OSDP
input, output, led, audio, textOutput
2. *count*
- PD (function) (number of objects) , 가
OSDP
3. *input*
- ()
4. *output*
5. *led*
- LED
6. *audio*
- Buzzer
7. *textOutput*
8. *reader*
- , count
9. *recvBufferSize*
- PD가
10. *largeMsgSize*
- PD가
11. *osdpVersion*
- OSDP

12. *cardFormat*
compliance level, 01, 02, 03 . OSDP
13. *timeKeeping*
PD . OSDP 2.2
14. *canCommSecure*
15. *crcSupport*
16. *smartCardSupport*
17. *biometricSupport*
가 가
18. *securePinEntrySupport*
SPE(Secure PIN Entry)
19. *reserved*

BS2OsdpStandardDeviceResult

```
typedef struct {  
    BS2_DEVICE_ID    deviceID;  
    BS2_OSDP_RESULT  result;  
} BS2osdpStandardDeviceResult;
```

1. *deviceID*
2. *result*
OSDP 가

0	Success
1	Fail
2	Not available

BS2OsdpStandardDeviceSecurityKey

```
typedef struct {  
    uint8_t    key[BS2_OSDP_STANDARD_KEY_SIZE];  
    uint8_t    reserved[32];  
}
```

```
} BS20sdpStandardDeviceSecurityKey;
```

1. *key*

OSDP

16byte

.

2. *reserved*

.

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=ko:slave_control_api&rev=1675926597

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