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Slave Control API

RS485

- [BS2_GetSlaveDevice](#): RS485
- [BS2_SetSlaveDevice](#): CoreStation RS485
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- [BS2_SetSlaveExDevice](#): CoreStation RS485
- [BS2_SearchDevicesCoreStation](#): CoreStation
- [BS2_SearchDevicesCoreStationEx](#): [+ 2.6.3] CoreStation (host ip)
- [BS2_GetDevicesCoreStation](#): CoreStation
- [BS2_AddOsdpStandardDevice](#): [+ 2.9.1] OSDP
- [BS2_GetOsdpStandardDevice](#): [+ 2.9.1] OSDP
- [BS2_GetAvailableOsdpStandardDevice](#): [+ 2.9.1] OSDP
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- [BS2_RemoveOsdpStandardDevice](#): [+ 2.9.1] OSDP
- [BS2_GetOsdpStandardDeviceCapability](#): [+ 2.9.1] OSDP
- [BS2_SetOsdpStandardDeviceSecurityKey](#): [+ 2.9.1] OSDP

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 modelName;        ///< 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. modelName
OSDP .
13. modelVersion
OSDP .

14. *readInfo*
vendorCode fwVersion, model , OSDP
 가 master

15. *reserved*

BS2OsdpStandardDeviceAvailable

```
typedef struct {
    uint8_t                channelIndex;                ///< 1 byte
    BS2_OSDP_CHANNEL_TYPE  channelType;                ///< 1 byte
    uint8_t                maxOsdpDevice;              ///< 1 byte
    uint8_t                numOsdpAvalibleDevice;      ///< 1 byte
    BS2_DEVICE_ID          deviceIDs[8];              ///< 4 x 8 = 32
bytes
} BS2osdpStandardChannelInfo;                        ///< 36 bytes

typedef struct {
    uint8_t                numOfChannel;              ///< 1 byte
    uint8_t                reserved[3];              ///< 3 bytes
    BS2osdpStandardChannelInfo channels[BS2_RS485_MAX_CHANNELS_EX]; ///< 36
x 8 = 288 bytes
    uint8_t                reserved1[32];            ///< 32 bytes
} BS2osdpStandardDeviceAvailable;                    ///< 288 bytes + 36
```

1. *channelIndex*
OSDP 가

2. *channelType*
RS485 가
CoreStation40 , 가 0~4 5 ,
OSDP 가 가 , Suprema , OSDP 0

channelType 1 Suprema 가 , Suprema ,
 OSDP 가 OSDP , channelType
 2 Suprema 가 OSDP ,
CoreStation40 Suprema , OSDP
 OSDP 가 가 2 ,
 channelType 3 가

0	Normal
1	Suprema
2	OSDP
3	OSDP FULL

3. *maxOsdpDevice*

channelType 1 가 32 , 2 3 2 .

4. *numOsdpAvailableDevice*

가 .

5. *deviceIDs*

() .

6. *numOfChannel*

. CoreStation40 5 .

7. *reserved*

.

8. *channels*

OSDP

8 가 , CoreStation40 5 가 0~4

9. *reserved1*

.

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*

BS2OsdpStandardDeviceAdd

```
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
} BS2sdpStandardDeviceAdd;      ///< 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*
.
0 master 가 .

BS2OsdpStandardDeviceUpdate

```
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
} BS2sdpStandardDeviceUpdate;    ///< 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

BS2OsdpStandardDeviceCapability

```
typedef struct {
    uint8_t compliance;
    uint8_t count;
} BS2osdpStandardDeviceCapabilityItem;

typedef struct {
    BS2osdpStandardDeviceCapabilityItem input;           ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem output;          ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem led;             ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem audio;           ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem textOutput;      ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem 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
} BS2osdpStandardDeviceCapability;                      ///< 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. <i>output</i>	.
5. <i>led</i>	.
LED	.
6. <i>audio</i>	.
Buzzer	.
7. <i>textOutput</i>	.
8. <i>reader</i>	.
	, count
9. <i>recvBufferSize</i>	.
PD가	.
10. <i>largeMsgSize</i>	.
PD가	.
11. <i>osdpVersion</i>	.
OSDP	.
12. <i>cardFormat</i>	.
	, 01, 02, 03
compliance level	. OSDP
13. <i>timeKeeping</i>	.
PD	. OSDP 2.2
14. <i>canCommSecure</i>	.
15. <i>crcSupport</i>	.
16. <i>smartCardSupport</i>	.
17. <i>biometricSupport</i>	.
가 가	.
18. <i>securePinEntrySupport</i>	.
SPE(Secure PIN Entry)	.
19. <i>reserved</i>	.

BS20sdpStandardDeviceResult

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

1. *deviceId*

2. result

OSDP 가 .

0	Success
1	Fail
2	Not available

BS20sdpStandardDeviceSecurityKey

```
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**

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