

# Table of Contents

<b>Version 2.9.1(V2.9.1.0)</b> .....	1
Date .....	1
New Features .....	1
Modification function .....	2

# Version 2.9.1(V2.9.1.0)

## Date

2023-02-06

## New Features

- Supports activating licenses for use of specific features on devices.
- QR code recognition and authentication support using the camera.
- Support setting the number of retries in case of socket read/write failure.
- Supports 3rd party OSDP reader connection.

### 1. Added device license activation feature.

- Refer to structure [BS2License](#)
- Refer to structure [BS2LicenseConfig](#)
- Refer to structure [BS2LicenseBlob](#)
- Refer to structure [BS2LicenseResult](#)
- API [BS2\\_GetLicenseConfig](#) has been added
- API [BS2\\_EnableDeviceLicense](#) has been added
- API [BS2\\_DisableDeviceLicense](#) has been added
- API [BS2\\_QueryDeviceLicense](#) has been added

### 2. Added QR code recognition and authentication support feature using the camera.

- Refer to API [BS2BarcodeConfig](#)

### 3. If an error occurs while reading and writing packets from the socket in the communication section, the SDK automatically retries a certain number of times.

At this time, the number of retries was internally fixed and could not be changed.

As of the time SDK V2.9.1, it supports checking and changing the number of retries.

Increasing the number of retries is a way to resolve temporary errors, but care must be taken as direct causes such as network disconnection occurs, can lead to wasted resources by meaningless read/write retries when reconnection is required.

- API [BS2\\_GetSocketRetryCount](#) has been added
- API [BS2\\_SetSocketRetryCount](#) has been added
- API [BS2\\_GetSocketSSLRetryCount](#) has been added
- API [BS2\\_SetSocketSSLRetryCount](#) has been added

### 4. Added feature to connect and manage 3rd party OSDP.

- Refer to structure [BS2OsdpStandardDevice](#)
- Refer to structure [BS2OsdpStandardDeviceAvailable](#)
- Refer to structure [BS2OsdpStandardNotify](#)
- Refer to structure [BS2OsdpStandardConfig](#)

- Refer to structure [BS2OsdpStandardActionConfig](#)
- Refer to structure [BS2OsdpStandardDeviceAdd](#)
- Refer to structure [BS2OsdpStandardDeviceUpdate](#)
- Refer to structure [BS2OsdpStandardDeviceCapability](#)
- Refer to structure [BS2OsdpStandardDeviceResult](#)
- Refer to structure [BS2OsdpStandardDeviceSecurityKey](#)
- API [BS2\\_GetOsdpStandardConfig](#) has been added
- API [BS2\\_GetOsdpStandardActionConfig](#) has been added
- API [BS2\\_SetOsdpStandardActionConfig](#) has been added
- API [BS2\\_AddOsdpStandardDevice](#) has been added
- API [BS2\\_GetOsdpStandardDevice](#) has been added
- API [BS2\\_GetAvailableOsdpStandardDevice](#) has been added
- API [BS2\\_UpdateOsdpStandardDevice](#) has been added
- API [BS2\\_RemoveOsdpStandardDevice](#) has been added
- API [BS2\\_GetOsdpStandardDeviceCapability](#) has been added
- API [BS2\\_SetOsdpStandardDeviceSecurityKey](#) has been added
- API [BS2\\_SetOsdpStandardDeviceStatusListener](#) has been added
- Add callback function [OnOsdpStandardDeviceStatusChanged](#)

## Modification function

1. As with the keepalive check feature provided by the network switch, there are times when disconnection occurs after connection, even though it is not an actual device connection. Fixed a problem where the SDK could mistake this for an actual device connection and lead to a memory leak.
2. The problem that occurred only in v2.8.3.2, which could lead to an abnormal shutdown was fixed while performing a log dump internally in the SDK when registering the user.
3. Fixes were made to stabilize the code internally in the SDK.

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