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# Device API

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- [BS2\\_GetDeviceCapabilities](#): [ + 2.8] 가 .

## BS2SimpleDeviceInfo

```
typedef struct
{
    uint32_t id;
    uint16_t type;
    uint8_t connectionMode;
    uint32_t ipv4Address;
    uint16_t port;
    uint32_t maxNumOfUser;
    uint8_t userNameSupported;
    uint8_t userPhotoSupported;
    uint8_t pinSupported;
    uint8_t cardSupported;
    uint8_t fingerSupported;
    uint8_t faceSupported;
    uint8_t wlanSupported;
    uint8_t tnaSupported;
```

```
uint8_t triggerActionSupported;
uint8_t wiegandSupported;
uint8_t imageLogSupported;
uint8_t dnsSupported;
uint8_t jobCodeSupported;
uint8_t wiegandMultiSupported;
uint8_t rs485Mode;
uint8_t sslSupported;
uint8_t rootCertExist;
uint8_t dualIDSupported;
uint8_t useAlphanumericID;
uint32_t connectedIP;
uint8_t phraseCodeSupported;
uint8_t cardIxCSupported;
uint8_t systemExtSupported;
uint8_t voipSupported;
}BS2SimpleDeviceInfo;
```

1. *id*

1 .

2. *type*

|      |                |
|------|----------------|
|      |                |
| 0x01 | BioEntry Plus  |
| 0x02 | BioEntry W     |
| 0x03 | BioLite Net    |
| 0x04 | Xpass          |
| 0x05 | Xpass S2       |
| 0x06 | Secure IO 2    |
| 0x07 | DM-20          |
| 0x08 | BioStation 2   |
| 0x09 | BioStation A2  |
| 0x0A | FaceStation 2  |
| 0x0B | IO Device      |
| 0x0C | BioStation L2  |
| 0x0D | BioEntry W2    |
| 0x0E | CoreStation 40 |
| 0x0F | Output Module  |
| 0x10 | Input Module   |
| 0x11 | BioEntry P2    |
| 0x12 | BioLite N2     |
| 0x13 | XPass2         |
| 0x14 | XPass S3       |
| 0x15 | BioEntry R2    |
| 0x16 | XPass D2       |
| 0x17 | Door Module 21 |
| 0xFF | Unknown Type   |

### 3. *connectionMode*

BioStar  
mode(0x1)  
가 BioStar

direct mode  
BioStar  
server mode  
direct mode

IP Config

#### 4. *ipv4Address*

IP

5. *port*

TCP .

### 6. *maxNumOfUser*

•

### 7. *userNameSupported*

flag .

### 8. *userPhotoSupported*

flag .

### 9. *pinSupported*

|     |      |   |
|-----|------|---|
| PIN | flag | . |
|-----|------|---|

## 10. *cardSupported*

flag .

### 11. *fingerSupported*

flag .

## 12. *faceSupported*

flag .

### 13. wlanSupported

flag .

#### 14. *tnaSupported*

flag .

### 15. *triggerActionSupported*

```
trigger action                                flag
```

## 16. *wiegandSupported*

Wiegand                      flag        .

### 17. *imageLogSupported*

flag .

### 18. *dnsSupported*

DNS flag .

### 19. *jobCodeSupported*

|          |      |   |
|----------|------|---|
| Job Code | flag | . |
|----------|------|---|

20. *wiegandMultiSupported*  
wiegandMulti flag .
21. *rs485Mode*  
RS485 .
22. *sslSupported*  
ssl flag .
23. *rootCertExist*  
root 가 flag .
24. *dualIDSupported*  
dualID( , ) flag .
25. *useAlphanumericID*  
AlphanumericID flag .
26. *connectedIP*  
가 ip . (0xFFFFFFFF if disconnected)
27. *phraseCodeSupported*  
flag .
28. *card1xSupported*  
1.x ToC flag .
29. *systemExtSupported*  
RS-485 flag .
30. *voipSupported*  
VoIP flag .

## BS2SimpleDeviceInfoEx

BS2SimpleDeviceInfo 가 .

```
typedef struct
{
    enum
    {
        BS2_SUPPORT_RS485EX      = 0x00000001,
        BS2_SUPPORT_CARDEX      = 0x00000002,
        BS2_SUPPORT_DST          = 0x00000004,
        BS2_SUPPORT_DESFIREEX    = 0x00000008,
        BS2_SUPPORT_FACE_EX     = 0x00000010,

        BS2_SUPPORT_FINGER_SCAN  = 0x00010000,
        BS2_SUPPORT_FACE_SCAN    = 0x00020000,
        BS2_SUPPORT_FACE_EX_SCAN = 0x00040000,
```

```
BS2_SUPPORT_ALL = BS2_SUPPORT_RS485EX | BS2_SUPPORT_CARDEX |
BS2_SUPPORT_DST | BS2_SUPPORT_DESFIREEX | BS2_SUPPORT_FACE_EX |
BS2_SUPPORT_FINGER_SCAN | BS2_SUPPORT_FACE_SCAN | BS2_SUPPORT_FACE_EX_SCAN,
};

uint32_t supported;
uint8_t reserved[4];
}BS2SimpleDeviceInfoEx;
```

1. supported  
가 BS2SimpleDeviceInfo 가 .  
bit masking .

|                          |            |                                     |
|--------------------------|------------|-------------------------------------|
|                          |            |                                     |
| BS2_SUPPORT_RS485EX      | 0x00000001 | RS485 (CoreStation 40 )             |
| BS2_SUPPORT_CARDEX       | 0x00000002 | iClass SEOS                         |
| BS2_SUPPORT_DST          | 0x00000004 |                                     |
| BS2_SUPPORT_DESFIREEX    | 0x00000008 | DesFire [+ V2.6.4]                  |
| BS2_SUPPORT_FACE_EX      | 0x00000010 | FaceStation F2 [+ V2.7.1]           |
| BS2_SUPPORT_FINGER_SCAN  | 0x00010000 | 가 [+ V2.7.1]                        |
| BS2_SUPPORT_FACE_SCAN    | 0x00020000 | 가 FaceStation2, FaceLite [+ V2.7.1] |
| BS2_SUPPORT_FACE_EX_SCAN | 0x00040000 | 가 FaceStation F2 [+ V2.7.1]         |
| BS2_SUPPORT_ALL          | 0x0000000F | 가                                   |

2. reserved .

BS2ResourceElement

```
typedef struct
{
    uint8_t type;
    uint32_t numResData;
    struct {
        uint8_t index;
        uint32_t dataLen;
        uint8_t* data;
    }resData[128];
}BS2ResourceElement;
```

1. type .

|   |                   |       |
|---|-------------------|-------|
|   |                   |       |
| 0 | UI(Langauge pack) |       |
| 1 | Notice message    | UTF-8 |

|   |                   |      |
|---|-------------------|------|
|   |                   |      |
| 2 | Image(Background) | PNG  |
| 3 | Slide image       | PNG  |
| 4 | Sound             | WAVE |

2. numResData
- .
3. index
- .
4. dataLen
- .
5. data
- .

BS2IPv6DeviceInfo

```
enum {
    BS2_MAX_IPV6_ALLOCATED_ADDR = 8,
};

typedef struct
{
    BS2_DEVICE_ID id;
    uint8_t reserved[1];
    uint8_t bIPv6Mode;
    char ipv6Address[BS2_IPV6_ADDR_SIZE];
    uint16_t portV6;
    char connectedIPv6[BS2_IPV6_ADDR_SIZE];
    uint8_t numOfAllocatedAddressV6;
    char
allocatedIpAddressV6[BS2_IPV6_ADDR_SIZE][BS2_MAX_IPV6_ALLOCATED_ADDR];
}BS2IPv6DeviceInfo;
```

1. id
- .
2. reserved
- .
3. bIPv6Mode
- 가 IP V6
- flag
- .
4. ipv6Address
- IP V6
- .
5. portV6
- IP V6
- .

6. *connectedIPV6*  
가 IP V6 .
7. *numOfAllocatedAddressV6*  
IP V6 .
8. *allocatedIpAddressV6*  
IP V6 . *numOfAllocatedAddressV6*

BS2AuthOperatorLevel

```
typedef struct {
    char userID[BS2_USER_ID_SIZE];
    uint8_t level;
    uint8_t reserved[3];
} BS2operator;

typedef BS2operator BS2AuthOperatorLevel;
```

1. *userID*

2. *level*  
가

|   |  |
|---|--|
|   |  |
| 0 |  |
| 1 |  |
| 2 |  |
| 3 |  |

3. *reserved*

BS2DeviceCapabilities

[+ 2.8]

```
typedef struct {
    uint32_t maxUsers;           ///< 4 bytes
    uint32_t maxEventLogs;      ///< 4 bytes
    uint32_t maxImageLogs;      ///< 4 bytes
    uint32_t maxBlacklists;     ///< 4 bytes
    uint32_t maxOperators;      ///< 4 bytes
    uint32_t maxCards;          ///< 4 bytes
    uint32_t maxFaces;          ///< 4 bytes
    uint32_t maxFingerprints;   ///< 4 bytes
}
```

```
uint32_t maxUserNames;          ///< 4 bytes
uint32_t maxUserImages;         ///< 4 bytes
uint32_t maxUserJobs;           ///< 4 bytes
uint32_t maxUserPhrases;        ///< 4 bytes
uint8_t maxOutputPorts;         ///< 1 byte
uint8_t maxRelays;              ///< 1 byte
uint8_t maxRS485Channels;       ///< 1 byte

uint8_t cameraSupported: 1;
uint8_t tamperSupported: 1;
uint8_t wlanSupported: 1;
uint8_t displaySupported: 1;
uint8_t thermalSupported: 1;
uint8_t maskSupported: 1;
uint8_t faceExSupported: 1;
uint8_t unused: 1;

union {
    uint32_t mask;               ///< 4 bytes
    struct {
        uint32_t EM: 1;
        uint32_t HIDProx: 1;
        uint32_t MifareFelica: 1;
        uint32_t iClass: 1;
        uint32_t ClassicPlus: 1;
        uint32_t DesFireEV1: 1;
        uint32_t SRSE: 1;
        uint32_t SEOS: 1;
        uint32_t NFC: 1;
        uint32_t BLE: 1;
        uint32_t reserved: 21;
        uint32_t useCardOperation: 1;
    };
} cardSupported;

struct {
    BS2_B00L extendedMode;       ///< 1 byte
    union {
        uint8_t mask;           ///< 1 byte
        struct {
            uint8_t card: 1;
            uint8_t fingerprint: 1;
            uint8_t face: 1;
            uint8_t id: 1;
            uint8_t pin: 1;
            uint8_t reserved: 3;
        };
    } credentials;
    uint8_t reserved[2];         ///< 2 bytes
    union {
        struct {
```

```
union {
    uint8_t mask;    ///< 1 byte
    struct {
        uint8_t biometricOnly: 1;
        uint8_t biometricPIN: 1;
        uint8_t unused: 6;
    };
} biometricAuth;

union {
    uint8_t mask;    ///< 1 byte
    struct {
        uint8_t cardOnly: 1;
        uint8_t cardBiometric: 1;
        uint8_t cardPIN: 1;
        uint8_t cardBiometricOrPIN: 1;
        uint8_t cardBiometricPIN: 1;
        uint8_t unused: 3;
    };
} cardAuth;

union {
    uint8_t mask;    ///< 1 byte
    struct {
        uint8_t idBiometric: 1;
        uint8_t idPIN: 1;
        uint8_t idBiometricOrPIN: 1;
        uint8_t idBiometricPIN: 1;
        uint8_t unused: 4;
    };
} idAuth;
} legacy;

struct {
    union {
        uint32_t mask;    ///< 4 bytes
        struct {
            uint32_t faceOnly: 1;
            uint32_t faceFingerprint: 1;
            uint32_t facePIN: 1;
            uint32_t faceFingerprintOrPIN: 1;
            uint32_t faceFingerprintPIN: 1;
            uint32_t unused: 27;
        };
    } faceAuth;

    union {
        uint32_t mask;    ///< 4 bytes
        struct {
            uint32_t fingerprintOnly: 1;
            uint32_t fingerprintFace: 1;
        };
    };
};
```

```
        uint32_t fingerprintPIN: 1;
        uint32_t fingerprintFaceOrPIN: 1;
        uint32_t fingerprintFacePIN: 1;
        uint32_t unused: 27;
    };
} fingerprintAuth;

union {
    uint32_t mask;    ///< 4 bytes
    struct {
        uint32_t cardOnly: 1;
        uint32_t cardFace: 1;
        uint32_t cardFingerprint: 1;
        uint32_t cardPIN: 1;
        uint32_t cardFaceOrFingerprint: 1;
        uint32_t cardFaceOrPIN: 1;
        uint32_t cardFingerprintOrPIN: 1;
        uint32_t cardFaceOrFingerprintOrPIN: 1;
        uint32_t cardFaceFingerprint: 1;
        uint32_t cardFacePIN: 1;
        uint32_t cardFingerprintFace: 1;
        uint32_t cardFingerprintPIN: 1;
        uint32_t cardFaceOrFingerprintPIN: 1;
        uint32_t cardFaceFingerprintOrPIN: 1;
        uint32_t cardFingerprintFaceOrPIN: 1;
        uint32_t unused: 17;
    };
} cardAuth;

union {
    uint32_t mask;    ///< 4 bytes
    struct {
        uint32_t idFace: 1;
        uint32_t idFingerprint: 1;
        uint32_t idPIN: 1;
        uint32_t idFaceOrFingerprint: 1;
        uint32_t idFaceOrPIN: 1;
        uint32_t idFingerprintOrPIN: 1;
        uint32_t idFaceOrFingerprintOrPIN: 1;
        uint32_t idFaceFingerprint: 1;
        uint32_t idFacePIN: 1;
        uint32_t idFingerprintFace: 1;
        uint32_t idFingerprintPIN: 1;
        uint32_t idFaceOrFingerprintPIN: 1;
        uint32_t idFaceFingerprintOrPIN: 1;
        uint32_t idFingerprintFaceOrPIN: 1;
        uint32_t unused: 18;
    };
} idAuth;
} extended;
};
```

```
    } authSupported;

    uint8_t intelligentPDSupported: 1;
    uint8_t unused2: 7;

    uint8_t reserved[431];
} BS2DeviceCapabilities;
```

|                                   |   |              |
|-----------------------------------|---|--------------|
| 1. <i>maxUsers</i>                | 가 | . (        ) |
| 2. <i>maxEventLogs</i>            | 가 | . (        ) |
| 3. <i>maxImageLogs</i>            | 가 | . (        ) |
| 4. <i>maxBlacklists</i>           | 가 | . (        ) |
| 5. <i>maxOperators</i>            | 가 | . (        ) |
| 6. <i>maxCards</i>                | 가 | . (        ) |
| 7. <i>maxFaces</i>                | 가 | . (        ) |
| 8. <i>maxFingerprints</i>         | 가 | . (        ) |
| 9. <i>maxUserNames</i>            | 가 | . (        ) |
| 10. <i>maxUserImages</i>          | 가 | . (        ) |
| 11. <i>maxUserJobs</i>            | 가 | . (Job code) |
| 12. <i>maxUserPhrases</i>         | 가 | . (        ) |
| 13. <i>maxCardsPerUser</i>        | 가 | . (        ) |
| 14. <i>maxFacesPerUser</i>        | 가 | . (        ) |
| 15. <i>maxFingerprintsPerUser</i> | 가 | . (        ) |
| 16. <i>maxInputPorts</i>          | 가 | . (        ) |

17. *maxOutputPorts*  
가 . ( )
18. *maxRelays*  
가 . ( )
19. *maxRS485Channels*  
가 . (RS485 )

20. 가 가 bit .

| 0 | 1 | cameraSupported  | .               |
|---|---|------------------|-----------------|
| 1 | 1 | tamperSupported  | .               |
| 2 | 1 | wlanSupported    | .               |
| 3 | 1 | displaySupported | .               |
| 4 | 1 | thermalSupported | .               |
| 5 | 1 | maskSupported    | .               |
| 6 | 1 | faceExSupported  | Visual camera . |
| 7 | 1 | unused           | .               |

21. *cardSupported*  
. mask bit .

| -  |    | mask             |                      |
|----|----|------------------|----------------------|
| 0  | 1  | EM               | EM                   |
| 1  | 1  | HIDProx          | HID Proximity        |
| 2  | 1  | MifareFelica     | MIFARE / FeliCa      |
| 3  | 1  | iClass           | iClass               |
| 4  | 1  | ClassicPlus      | Classic plus         |
| 5  | 1  | DesFireEV1       | DESFire EV1          |
| 6  | 1  | SRSE             | iClass SR, iClass SE |
| 7  | 1  | SEOS             | iClass SEOS          |
| 8  | 1  | NFC              | NFC                  |
| 9  | 1  | BLE              | BLE                  |
| 10 | 21 | reserved         | .                    |
| 31 | 1  | useCardOperation |                      |

22. *authSupported*  
.

23. *extendedMode*  
true , , *authSupported.extended* .  
false , *authSupported.lagacy* .

24. *credentials*  
. mask bit

|   |   |             |     |
|---|---|-------------|-----|
|   |   |             |     |
| - |   | mask        |     |
| 0 | 1 | card        |     |
| 1 | 1 | fingerprint |     |
| 2 | 1 | face        |     |
| 3 | 1 | id          | ID  |
| 4 | 1 | pin         | PIN |
| 5 | 3 | reserved    |     |

25. *reserved*

26. *legacy*

27. *biometricAuth*

( )Biometric

|   |   |               |                 |
|---|---|---------------|-----------------|
|   |   |               |                 |
| - |   | mask          |                 |
| 0 | 1 | biometricOnly | Biometric only  |
| 1 | 1 | biometricPIN  | Biometric + PIN |
| 2 | 6 | unused        |                 |

28. *cardAuth*

( )Card

|   |   |                    |                        |
|---|---|--------------------|------------------------|
|   |   |                    |                        |
| - |   | mask               |                        |
| 0 | 1 | cardOnly           | Card only              |
| 1 | 1 | cardBiometric      | Card + Biometric       |
| 2 | 1 | cardPIN            | Card + PIN             |
| 3 | 1 | cardBiometricOrPIN | Card + Biometric/PIN   |
| 4 | 1 | cardBiometricPIN   | Card + Biometric + PIN |
| 5 | 3 | unused             |                        |

29. *idAuth*

( )ID

|   |   |                  |                      |
|---|---|------------------|----------------------|
|   |   |                  |                      |
| - |   | mask             |                      |
| 0 | 1 | idBiometric      | ID + Biometric       |
| 1 | 1 | idPIN            | ID + PIN             |
| 2 | 1 | idBiometricOrPIN | ID + Biometric/PIN   |
| 3 | 1 | idBiometricPIN   | ID + Biometric + PIN |
| 4 | 4 | unused           |                      |

30. *extended*

31. *faceAuth*

( )

|   |    |                      |                          |
|---|----|----------------------|--------------------------|
|   |    |                      |                          |
| - |    | mask                 |                          |
| 0 | 1  | faceOnly             | Face only                |
| 1 | 1  | faceFingerprint      | Face + Fingerprint       |
| 2 | 1  | facePIN              | Face + PIN               |
| 3 | 1  | faceFingerprintOrPIN | Face + Fingerprint/PIN   |
| 4 | 1  | faceFingerprintPIN   | Face + Fingerprint + PIN |
| 5 | 27 | unused               |                          |

32. *fingerprintAuth*

( )

|   |    |                      |                          |
|---|----|----------------------|--------------------------|
|   |    |                      |                          |
| - |    | mask                 |                          |
| 0 | 1  | fingerprintOnly      | Fingerprint only         |
| 1 | 1  | fingerprintFace      | Fingerprint + Face       |
| 2 | 1  | fingerprintPIN       | Fingerprint + PIN        |
| 3 | 1  | fingerprintFaceOrPIN | Fingerprint + Face/PIN   |
| 4 | 1  | fingerprintFacePIN   | Fingerprint + Face + PIN |
| 5 | 27 | unused               |                          |

33. *cardAuth*

( )

|    |    |                            |                               |
|----|----|----------------------------|-------------------------------|
|    |    |                            |                               |
| -  |    | mask                       |                               |
| 0  | 1  | cardOnly                   | Card only                     |
| 1  | 1  | cardFace                   | Card + Face                   |
| 2  | 1  | cardFingerprint            | Card + Fingerprint            |
| 3  | 1  | cardPIN                    | Card + PIN                    |
| 4  | 1  | cardFaceOrFingerprint      | Card + Face/Fingerprint       |
| 5  | 1  | cardFaceOrPIN              | Card + Face/PIN               |
| 6  | 1  | cardFingerprintOrPIN       | Card + Fingerprint/PIN        |
| 7  | 1  | cardFaceOrFingerprintOrPIN | Card + Face/Fingerprint/PIN   |
| 8  | 1  | cardFaceFingerprint        | Card + Face + Fingerprint     |
| 9  | 1  | cardFacePIN                | Card + Face + PIN             |
| 10 | 1  | cardFingerprintFace        | Card + Fingerprint + Face     |
| 11 | 1  | cardFingerprintPIN         | Card + Fingerprint + PIN      |
| 12 | 1  | cardFaceOrFingerprintPIN   | Card + Face/Fingerprint + PIN |
| 13 | 1  | cardFaceFingerprintOrPIN   | Card + Face + Fingerprint/PIN |
| 14 | 1  | cardFingerprintFaceOrPIN   | Card + Fingerprint + Face/PIN |
| 15 | 17 | unused                     |                               |

34. *idAuth*

(                    )ID                    .

|    |    |                          |                             |
|----|----|--------------------------|-----------------------------|
|    |    |                          |                             |
| -  |    | mask                     |                             |
| 1  | 1  | idFace                   | ID + Face                   |
| 2  | 1  | idFingerprint            | ID + Fingerprint            |
| 3  | 1  | idPIN                    | ID + PIN                    |
| 4  | 1  | idFaceOrFingerprint      | ID + Face/Fingerprint       |
| 5  | 1  | idFaceOrPIN              | ID + Face/PIN               |
| 6  | 1  | idFingerprintOrPIN       | ID + Fingerprint/PIN        |
| 7  | 1  | idFaceOrFingerprintOrPIN | ID + Face/Fingerprint/PIN   |
| 8  | 1  | idFaceFingerprint        | ID + Face + Fingerprint     |
| 9  | 1  | idFacePIN                | ID + Face + PIN             |
| 10 | 1  | idFingerprintFace        | ID + Fingerprint + Face     |
| 11 | 1  | idFingerprintPIN         | ID + Fingerprint + PIN      |
| 12 | 1  | idFaceOrFingerprintPIN   | ID + Face/Fingerprint + PIN |
| 13 | 1  | idFaceFingerprintOrPIN   | ID + Face + Fingerprint/PIN |
| 14 | 1  | idFingerprintFaceOrPIN   | ID + Fingerprint + Face/PIN |
| 15 | 18 | unused                   | .                           |

35.                    가                    bit                    .

|   |   |                        |                  |
|---|---|------------------------|------------------|
|   |   |                        |                  |
| 0 | 1 | intelligentPDSupported | Intelligent PD . |
| 1 | 7 | unused2                | .                |

36. reserved

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

Permanent link:  
[http://kb.supremainc.com/bs2sdk/doku.php?id=ko:device\\_api&rev=1622011840](http://kb.supremainc.com/bs2sdk/doku.php?id=ko:device_api&rev=1622011840)

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