

Lift Control API 1

 BS2Lift 1

 BS2LiftFloor 3

 BS2FloorStatus 3

 BS2LiftSensor 4

 BS2LiftAlarm 4

 BS2LiftStatus 5

 BS2FloorLevel 5

 BS2FloorSchedule 6

Lift Control API

Lift	API	floorLevel	Lift
	• BS2_GetLift:	Lift	가
	• BS2_GetAllLift:	Lift	가
	• BS2_GetLiftStatus:	Lift	가
	• BS2_GetAllLiftStatus:	Lift	가
	• BS2_SetLift:	Lift	
	• BS2_SetLiftAlarm:	Lift	
	• BS2_RemoveLift:	Lift	
	• BS2_RemoveAllLift:	Lift	
	• BS2_ReleaseFloor:	Floor	
	• BS2_ActivateFloor:	Floor가	
	• BS2_DeActivateFloor:	Floor가	
	• BS2_GetFloorLevel:	Floor	가
	• BS2_GetAllFloorLevel:	Floor	가
	• BS2_SetFloorLevel:	Floor	
	• BS2_RemoveFloorLevel:	Floor	
	• BS2_RemoveAllFloorLevel:	Floor	

BS2Lift

```
typedef struct {
    BS2_LIFT_ID liftID;
    char name[BS2_MAX_LIFT_NAME_LEN];

    BS2_DEVICE_ID deviceID[BS2_MAX_DEVICES_ON_LIFT];

    uint32_t activateTimeout;
    uint32_t dualAuthTimeout;

    uint8_t numFloors;
    uint8_t numDualAuthApprovalGroups;
    BS2_DUAL_AUTH_APPROVAL dualAuthApprovalType;
    BS2_BOOL tamperOn;

    BS2_BOOL dualAuthRequired[BS2_MAX_DEVICES_ON_LIFT];
    BS2_SCHEDULE_ID dualAuthScheduleID;

    BS2LiftFloor floor[BS2_MAX_FLOORS_ON_LIFT];
    BS2_ACCESS_GROUP_ID
    dualAuthApprovalGroupID[BS2_MAX_DUAL_AUTH_APPROVAL_GROUP_ON_LIFT];

    BS2LiftAlarm alarm[BS2_MAX_ALARMS_ON_LIFT];
    BS2LiftAlarm tamper;
```

```

    BS2_LIFT_ALARM_FLAG    alarmFlags;
    uint8_t                reserved[3];
} BS2Lift;

```

1. liftID

lift .

2. name

BioStar Lift .

3. deviceID

lift .

4. activateTimeout

lift가 .

5. dualAuthTimeout

1 2 .

6. numFloors

lift Floor .

7. numDualAuthApprovalGroups

가 .

8. dualAuthApprovalType

가 flag

0	
1	

9. tamperOn

tamper .

10. dualAuthRequired

11. dualAuthScheduleID

0 , 1 ,

12. floor

lift floor . 255 .

13. dualAuthApprovalGroupID

가 16 .

14. alarm

lift sensor가 2 .

15. tamper

lift_tamper가

16. alarmFlags
flag

17. reserved

BS2LiftFloor

```
typedef struct {
    BS2_DEVICE_ID    deviceID;
    uint8_t          port;
    BS2FloorStatus  status;
} BS2LiftFloor;
```

1. deviceID

2. port

3. status
Floor

BS2FloorStatus

```
typedef struct {
    BS2_BOOL          activated;
    BS2_FLOOR_FLAG   activateFlags;
    BS2_FLOOR_FLAG   deactivateFlags;
} BS2FloorStatus;
```

1. activated

2. activateFlags
floor가

floor (OPERATOR),
activateFlags deactivateFlags (NONE) 가

0		
1		
4		
2		

3. deactivateFlags

floor가

0		
1		
4		
2		

BS2LiftSensor

```
typedef struct {
    BS2_DEVICE_ID      deviceID;
    uint8_t            port;
    BS2_SWITCH_TYPE    switchType;
    uint16_t           duration;
    BS2_SCHEDULE_ID    scheduleID;
} BS2LiftSensor;
```

1. deviceID

2. port

3. switchType

0	
1	

4. duration

millisecond

5. scheduleID

lift

BS2LiftAlarm

```
typedef struct {
    BS2LiftSensor sensor;
    BS2Action action;
} BS2LiftAlarm;
```

1. sensor

lift /

2. action

lift가 action .

BS2LiftStatus

```
typedef struct {
    BS2_LIFT_ID liftID;
    uint16_t numFloors;
    BS2_LIFT_ALARM_FLAG alarmFlags;
    BS2_BOOL tamperOn;
    BS2FloorStatus floors[BS2_MAX_FLOORS_ON_LIFT];
} BS2LiftStatus;
```

1. liftID

lift .

2. numFloors

lift Floor .

3. alarmFlags

lift .

0	
1	
2	
4	Tamper

4. tamperOn

tamper .

5. floors

floor 255 .

BS2FloorLevel

```
typedef struct {
    BS2_FLOOR_LEVEL_ID id; // id >= 32768 (BS2_ACCESS_LEVEL_ID < 32768)
    char name[BS2_MAX_FLOOR_LEVEL_NAME_LEN];
    uint8_t numFloorSchedules;
    uint8_t reserved[3];
    BS2FloorSchedule floorSchedules[BS2_MAX_FLOOR_LEVEL_ITEMS];
} BS2FloorLevel;
```

1. id

Floor . id >= 32768 (BS2_ACCESS_LEVEL_ID < 32768)

2. *name*

BioStar Floor .

3. *numFloorSchedules*

Floor Floor .

4. *reserved*

.

5. *floorSchedules*

Floor Floor

BS2FloorSchedule

```
typedef struct {
    BS2_LIFT_ID liftID;
    uint16_t floorIndex;
    uint8_t reserved[2];
    BS2_SCHEDULE_ID scheduleID;
} BS2FloorSchedule;
```

1. *liftID*

lift .

2. *floorIndex*

floor .

3. *reserved*

.

4. *scheduleID*

.

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