SDK API

, PIN API .

- [BS2_Version](): SDK .
- [BS2_AllocateContext](): Context .
- [BS2_ReleaseContext](): Context .
- [BS2_Initialize](): Context .
- [BS2_ReleaseObject](): .
- [BS2_MakePinCode](): PIN .
- [BS2_MakePinCodeWithKey](): PIN . [+ 2.7.1]
- [BS2_SetMaxThreadCount](): .
- [BS2_ComputeCRC16CCITT](): CRC-16 CCITT .
- [BS2_GetCardModel](): .
- [BS2_SetDataEncryptKey](): PIN . [+ 2.7.1]
- [BS2_RemoveDataEncryptKey](): .
- [BS2_SetDeviceSearchingTimeout](): .
- [BS2_SetDebugFileLog](): .
- [BS2_SetDebugFileLogEx](): . ( ) [+ 2.8.3]
- [BS2_EnableDeviceLicense](): [+ 2.9.1] .
- [BS2_DisableDeviceLicense](): [+ 2.9.1] .
- [BS2_QueryDeviceLicense](): [+ 2.9.1] .
- [BS2_InitializeEx](): [+ 2.9.6] Context .

BS2EncryptKey

```
enum
{
    BS2_ENC_KEY_SIZE = 32,
};

typedef struct
{
    uint8_t key[BS2_ENC_KEY_SIZE];
    uint8_t reserved[32];
} BS2EncryptKey;
```

1. *key*

.

2. *reserved*

.

BS2LicenseBlob

```
typedef struct {
    BS2_LICENSE_TYPE    licenseType;
    uint16_t            numOfDevices;
    BS2_DEVICE_ID*      deviceIDObjs;
    uint32_t            licenseLen;
    uint8_t*            licenseObj;
} BS2LicenseBlob;
```

1. *licenseType*

   .

0x0000	None
0x0001	Visual QR

2. *numOfDevices*

   .

3. *deviceIDObjs*

   slave   .

4. *licenseLen*

   .

5. *licenseObj*

   .

BS2LicenseResult

```
typedef struct {
    BS2_DEVICE_ID        deviceID;
    BS2_LICENSE_STATUS   status;
} BS2LicenseResult;
```

1. *deviceID*

   .

2. *status*

   .

0	Not supported ( )
1	Disable ( )
2	Enable ( )
3	Expired ( )

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