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# **Slave Control API**

API that connects the master and slave device by using the RS-485 network. The v2 devices will now work as a dummy reader when set as a slave device. It will not store any kind of information for user and all will be stored inside the master device. The slave device will send the information scanned, and the matching and access rule check will be done from the master device. The slave device will only receive the result.

- BS2 GetSlaveDevice: Searches a slave device from the RS-485 network.
- BS2\_SetSlaveDevice: Add/Modify/Delete a slave device from the master device.
- BS2\_GetSlaveExDevice: In case of CoreStation, searches a slave device from the RS-485 network.
- BS2\_SetSlaveExDevice: In case of CoreStation, Add/Modify/Delete a slave device from the master device.
- BS2 SearchDevicesCoreStation: Searches CoreStation devices from the current network.
- BS2 GetDevicesCoreStation: Gets searched CoreStation devices.

#### **CAUTION**

When the SDK is initialized, there are no information about the slave devices. Therefore, a slave device must be searched or added before controlling.

### **Structure**

### BS2Rs485SlaveDevice

```
typedef struct {
    uint32_t deviceID;
    uint16_t deviceType;
    uint8_t enableOSDP;
    uint8_t connected;
} BS2Rs485SlaveDevice;
```

1. deviceID

Device ID.

2. deviceType

Device type.

3. enableOSDP

Decides whether to use a slave device.

4. connected

Displays whether a slave device is connected to the master device.

#### 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

Device ID.

#### 2. deviceType

Device type.

#### 3. enableOSDP

Decides whether to use a slave device.

#### 4. connected

Displays whether a slave device is connected to the master device.

#### 5. channelInfo

Channel value of slave device.

#### 6. reserved

Reserved space.

#### From

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Last update: 2018/10/10 10:38