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Access Control API

API	가	가
• BS2_GetAccessGroup:	가	.
• BS2_GetAllAccessGroup:	가	.
• BS2_SetAccessGroup:		.
• BS2_RemoveAccessGroup:		.
• BS2_RemoveAllAccessGroup:		.
• BS2_GetAccessLevel:	가	.
• BS2_GetAllAccessLevel:	가	.
• BS2_SetAccessLevel:		.
• BS2_RemoveAccessLevel:		.
• BS2_RemoveAllAccessLevel:		.
• BS2_GetAccessSchedule:	가	.
• BS2_GetAllAccessSchedule:	가	.
• BS2_SetAccessSchedule:		.
• BS2_RemoveAccessSchedule:		.
• BS2_RemoveAllAccessSchedule:		.
• BS2_GetHolidayGroup:	가	.
• BS2_GetAllHolidayGroup:	가	.
• BS2_SetHolidayGroup:		.
• BS2_RemoveHolidayGroup:		.
• BS2_RemoveAllHolidayGroup:		.

BS2AccessGroup

```
typedef struct {
    uint32_t id;
    char name[BS2_MAX_ACCESS_GROUP_NAME_LEN];
    uint8_t numAccessLevels;
    uint8_t reserved[3];
    uint32_t accessLevels[BS2_MAX_ACCESS_LEVEL_PER_ACCESS_GROUP];
} BS2AccessGroup;
```

1. *id*

2. *name*
BioStar

3. *numAccessLevels*

4. *reserved*

5. *accessLevels*

BS2DoorSchedule

```
typedef struct {  
    uint32_t doorID;  
    uint32_t scheduleID;  
} BS2DoorSchedule ;
```

1. *doorID*

2. *scheduleID*

BS2AccessLevel

```
typedef struct {  
    uint32_t id;  
    char name[BS2_MAX_ACCESS_GROUP_NAME_LEN];  
    uint8_t numDoorSchedules;  
    uint8_t reserved[3];  
    BS2DoorSchedule doorSchedules[BS2_MAX_ACCESS_LEVEL_PER_ACCESS_GROUP];  
} BS2AccessLevel;
```

1. *id*

2. *name*

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3. *numDoorSchedules*

4. *reserved*

5. *doorSchedules*

BS2TimePeriod

```
typedef struct {  
    int16_t startTime;  
    int16_t endTime;
```

```
} BS2TimePeriod;
```

1. *startTime*

, 가 .

2. *endTime*

, 가 .

BS2DaySchedule

```
typedef struct {
    uint8_t numPeriods;
    uint8_t reserved[3];
    BS2TimePeriod periods[BS2_MAX_TIME_PERIODS_PER_DAY];
} BS2DaySchedule;
```

1. *numPeriods*

.

2. *reserved*

.

3. *periods*

5 .

BS2WeeklySchedule

```
typedef struct {
    BS2DaySchedule schedule[BS2_NUM_WEEKDAYS];
} BS2WeeklySchedule;
```

1. *schedule*

7 가 .

BS2DailySchedule

```
typedef struct {
    uint32_t startDate;
    uint8_t numDays;
    uint8_t reserved[3];
    BS2DaySchedule schedule[BS2_MAX_DAYS_PER_DAILY_SCHEDULE];
} BS2DailySchedule;
```

1. *startDate*

.

2. *numDays*

.

3. *reserved*

4. *schedule*

startDate

BS2HolidaySchedule

```
typedef struct {  
    uint32_t id;  
    BS2DaySchedule schedule;  
} BS2HolidaySchedule;
```

1. *startDate*

2. *schedule*

BS2Schedule

```
typedef struct  
{  
    uint32_t id;  
    char name[BS2_MAX_SCHEDULE_NAME_LEN];  
    uint8_t isDaily;  
    uint8_t numHolidaySchedules;  
    uint8_t reserved[2];  
    union  
    {  
        BS2WeeklySchedule weekly;  
        BS2DailySchedule daily;  
    } schedule;  
    BS2HolidaySchedule  
    holidaySchedules[BS2_MAX_HOLIDAY_GROUPS_PER_SCHEDULE];  
} BS2Schedule;
```

1. *id*

2. *name*

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3. *isDaily*

flag

4. *numHolidaySchedules*

5. *reserved*

6. *weekly*

isDaily가 0 가 가 .

7. *daily*

isDaily가 0 가 가 .

8. *holidaySchedules*

.

BS2Holiday

```
typedef struct {
    uint32_t date;
    uint8_t recurrence;
} BS2Holiday;
```

1. *date*

.

2. *recurrence*

.

0	
1	
2	
3	

BS2HolidayGroup

```
typedef struct
{
    uint32_t id;
    char name[BS2_MAX_SCHEDULE_NAME_LEN];
    uint8_t numHolidays;
    uint8_t reserved[3];
    BS2Holiday holidays[BS2_MAX_HOLIDAYS_PER_GROUP];
}BS2HolidayGroup;
```

1. *id*

.

2. *name*

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.

3. *numHolidays*

.

4. *reserved*

.

5. *holidays*

.

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

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