

<b>SDK API</b> .....	1
.....	1
BS2Handshake .....	1

# SDK API

PIN

API

- [BS2\\_Version](#): SDK
- [BS2\\_AllocateContext](#): Context
- [BS2\\_ReleaseContext](#): Context
- [BS2\\_Initialize](#): Context
- [BS2\\_ReleaseObject](#):
- [BS2\\_MakePinCode](#): PIN
- [BS2\\_SetMaxThreadCount](#):
- [BS2\\_ComputeCRC16CCITT](#): CRC-16 CCITT
- [BS2\\_GetCardModel](#): 가
- [BS2\\_GetCredentialKey](#): 가
- [BS2\\_SetCredentialKey](#):
- [BS2\\_RemoveCredentialKey](#):

## BS2Handshake

```
enum {
    BS2_HANDSHAKE_KEY_SIZE = 32,
};

/**
 * BS2Handshake
 */
typedef struct {
    uint32_t maxPacketSize;          ///< 4 bytes
    uint8_t  key[BS2_HANDSHAKE_KEY_SIZE];  ///< 32 bytes
    bool     dualIDSupported;        ///< 1 byte
    bool     useAlphanumericID;     ///< 1 byte
    bool     credentialKeySupported; ///< 1 byte
    bool     credentialKeyRequired; ///< 1 byte
    bool     discoverySession;      ///< 1 byte
    uint8_t  reserved[27];          ///< 27 bytes (reserved)
} BS2Handshake;
```

### 1. *maxPacketSize*

가 TCP

### 2. *key*

DB

### 3. *dualIDSupported*

userID ( , )

4. useAlphanumericID

alphanumeric userID flag

5. credentialKeySupported

FW

true 가 ,  
false 가

6. credentialKeyRequired

BS2\_GetCredentialKey , BS2\_SetCredentialKey

true key ,  
false key

7. reserved

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