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# SDK API

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## 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

가 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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