

Slave Control API	1
.....	1
BS2Rs485SlaveDevice	1
BS2Rs485SlaveDeviceEX	2
BS2OsdpStandardDevice	2
BS2OsdpStandardNotify	4
BS2OsdpStandardDeviceAdd	5
BS2OsdpStandardDeviceUpdate	6
BS2OsdpStandardDeviceCapability	6
BS2OsdpStandardDeviceResult	8
BS2OsdpStandardDeviceSecurityKey	9

Slave Control API

RS485

- [BS2_GetSlaveDevice](#): RS485
- [BS2_SetSlaveDevice](#): RS485
- [BS2_GetSlaveExDevice](#): CoreStation RS485
- [BS2_SetSlaveExDevice](#): CoreStation
- [BS2_SearchDevicesCoreStation](#): CoreStation
- [BS2_SearchDevicesCoreStationEx](#): [+ 2.6.3] CoreStation (host ip)
- [BS2_GetDevicesCoreStation](#): CoreStation
- [BS2_AddOsdpStandardDevice](#): [+ 2.8.4] OSDP
- [BS2_GetOsdpStandardDevice](#): [+ 2.8.4] OSDP
- [BS2_GetAvailableOsdpStandardDevice](#): [+ 2.8.4] OSDP
- [BS2_UpdateOsdpStandardDevice](#): [+ 2.8.4] OSDP
- [BS2_RemoveOsdpStandardDevice](#): [+ 2.8.4] OSDP
- [BS2_GetOsdpStandardDeviceCapability](#): [+ 2.8.4] OSDP
- [BS2_SetOsdpStandardDeviceSecurityKey](#): [+ 2.8.4] OSDP

SDK가 가

BS2Rs485SlaveDevice

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

1. *deviceID*
2. *deviceType*
3. *enableOSDP*

flag .

4. *connected*
가 flag .

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*
.
- 2. *deviceType*
.
- 3. *enableOSDP*
flag .
- 4. *connected*
가 flag .
- 5. *channelInfo*
Channel .
- 6. *reserved*
.

BS2OsdpStandardDevice

```
typedef struct {
    BS2_DEVICE_ID    deviceId;        ///< 4 bytes
    BS2_DEVICE_TYPE  deviceType;      ///< 2 bytes
    BS2_B00L         enableOSDP;      ///< 1 byte
    BS2_B00L         connected;       ///< 1 byte

    uint8_t          channelInfo;     ///< 1 byte
    uint8_t          osdpID;          ///< 1 byte
    BS2_B00L         supremaSearch;   ///< 1 byte
    BS2_B00L         activate;        ///< 1 byte

    BS2_B00L         useSecure;       ///< 1 byte
}
```

```
uint8_t      vendorCode[3];    ///< 3 bytes

BS2_VERSION  fwVersion;        ///< 4 bytes

uint8_t      modelName;        ///< 1 byte
uint8_t      modelVersion;     ///< 1 byte
BS2_B00L     readInfo;         ///< 1 byte
uint8_t      reserved[25];     ///< 25 byte (packing)
} BS20sdpStandardDevice;      ///< 48 bytes
```

1. deviceID
OSDP .
2. deviceType
 . BS2_DEVICE_TYPE_3RD_OSDP_DEVICE .
3. enableOSDP
true .
4. connected
true OSDP 가 .
5. channelInfo
 . CoreStation40 0~4 5 가 , .
6. osdpID
OSDP .
7. supremaSearch
OSDP RS485 , false .
8. activate
 , , .
9. useSecure
 .
- BS2_SetOsdpStandardDeviceSecurityKey .
10. vendorCode
Vendor .
11. fwVersion
OSDP FW .
12. modelName
OSDP .
13. modelVersion
OSDP .

14. *readInfo*

vendorCode fwVersion, model , OSDP
 가 master

15. *reserved***BS2OsdpStandardNotify**

```
typedef struct {
    BS2_DEVICE_ID    deviceID;          ///< 4 bytes
    BS2_DEVICE_TYPE  deviceType;        ///< 2 bytes
    BS2_B00L         enableOSDP;        ///< 1 byte
    BS2_B00L         connected;          ///< 1 byte

    uint8_t          channelInfo;        ///< 1 byte
    uint8_t          osdpID;             ///< 1 byte
    BS2_B00L         supremaSearch;      ///< 1 byte
    BS2_B00L         activate;           ///< 1 byte

    BS2_B00L         useSecure;          ///< 1 byte
    uint8_t          vendorCode[3];      ///< 3 bytes

    BS2_VERSION      fwVersion;          ///< 4 bytes

    uint8_t          modelNumber;         ///< 1 byte
    uint8_t          modelVersion;        ///< 1 byte
    BS2_B00L         readInfo;            ///< 1 byte
    uint8_t          reserved[5];         ///< 5 bytes (packing)
} BS2osdpStandardNotify;               ///< 48 bytes
```

1. *deviceID*

OSDP

2. *deviceType*

BS2_DEVICE_TYPE_3RD_OSDP_DEVICE

3. *enableOSDP*

true

4. *connected*

true OSDP 가

5. *channelInfo*

. CoreStation40 0~4 5 가 ,

6. *osdpID*

OSDP

7. *supremaSearch*

3. *useSecureSession*[BS2_SetOsdpStandardDeviceSecurityKey](#)4. *deviceType*

. BS2_DEVICE_TYPE_3RD_OSDP_DEVICE

5. *deviceID*

. 0 master 가

BS2OsdpStandardDeviceUpdate

```
typedef struct {
    uint8_t      osdpID;           ///< 1 byte
    uint8_t      activate;         ///< 1 byte
    uint8_t      useSecureSession; ///< 1 byte
    uint8_t      deviceType;       ///< 1 byte
    BS2_DEVICE_ID deviceID;        ///< 4 bytes
} BS2OsdpStandardDeviceUpdate;    ///< 8 bytes
```

1. *osdpID*

OSDP 가 0~126

가

2. *activate*

, false

3. *useSecureSession*[BS2_SetOsdpStandardDeviceSecurityKey](#)4. *deviceType*

. BS2_DEVICE_TYPE_3RD_OSDP_DEVICE

5. *deviceID***BS2OsdpStandardDeviceCapability**

```
typedef struct {
    uint8_t      compliance;
    uint8_t      count;
} BS2OsdpStandardDeviceCapabilityItem;
```

```
typedef struct {
    BS20sdpStandardDeviceCapabilityItem input;          ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem output;         ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem led;            ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem audio;          ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem textOutput;     ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem reader;         ///< 2 bytes

    uint16_t recvBufferSize;                            ///< 2 bytes
    uint16_t largeMsgSize;                              ///< 2 bytes

    uint8_t osdpVersion;                                ///< 1 byte
    uint8_t cardFormat;                                 ///< 1 byte
    uint8_t timeKeeping;                                ///< 1 byte
    uint8_t canCommSecure;                              ///< 1 byte

    BS2_B00L crcSupport;                                ///< 1 byte
    BS2_B00L smartCardSupport;                          ///< 1 byte
    BS2_B00L biometricSupport;                          ///< 1 byte
    BS2_B00L securePinEntrySupport;                     ///< 1 byte

    uint8_t reserved[4];                                ///< 4 bytes
} BS20sdpStandardDeviceCapability;                    ///< 28 bytes
```

1. compliance
- PD (function) (compliance level) , OSDP
- input, output, led, audio, textOutput
2. count
- PD (function) (number of objects) , 가
- OSDP
3. input
- ()
4. output
5. led
- LED
6. audio
- Buzzer
7. textOutput
8. reader
- , count
9. recvBufferSize

- PD가 .
10. *largeMsgSize*
PD가 .
11. *osdpVersion*
OSDP .
12. *cardFormat*
 , 01, 02, 03 . OSDP
compliance level .
13. *timeKeeping*
PD . OSDP 2.2
14. *canCommSecure* .
15. *crcSupport* .
16. *smartCardSupport* .
17. *biometricSupport*
가 가 .
18. *securePinEntrySupport*
SPE(Secure PIN Entry) .
19. *reserved* .

BS2OsdpStandardDeviceResult

```
typedef struct {  
    BS2_DEVICE_ID    deviceID;  
    BS2_OSDP_RESULT  result;  
} BS2osdpStandardDeviceResult;
```

1. *deviceID*
.
2. *result*
OSDP 가 .

0	Success
1	Fail

2	Not available

BS2OsdpStandardDeviceSecurityKey

```
typedef struct {  
    uint8_t    key[BS2_OSDP_STANDARD_KEY_SIZE];  
    uint8_t    reserved[32];  
} BS20sdpStandardDeviceSecurityKey;
```

1. *key*
OSDP 16byte .
2. *reserved*
.

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

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