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Slave Control API

RS485

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

SDK가

가
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];
} BS2osdpStandardDeviceSecurityKey;
```

1. key
- OSDP16byte.
2. reserved
- .

BS2OsdpStandardDeviceAvailable

```
typedef struct {
    uint8_t            channelIndex;                ///< 1 byte
    BS2_OSDP_CHANNEL_TYPE channelType;                ///< 1 byte
    uint8_t            maxOsdpDevice;                ///< 1 byte
    uint8_t            numOsdpAvalibleDevice;        ///< 1 byte
    BS2_DEVICE_ID      deviceIDs[8];                ///< 4 x 8 = 32
bytes
} BS2osdpStandardChannelInfo;                      ///< 36 bytes

typedef struct {
    uint8_t            numOfChannel;                ///< 1 byte
    uint8_t            reserved[3];                ///< 3 bytes
    BS2osdpStandardChannelInfo channels[BS2_RS485_MAX_CHANNELS_EX]; ///< 36
x 8 = 288 bytes
    uint8_t            reserved1[32];                ///< 32 bytes
} BS2osdpStandardDeviceAvailable;                  ///< 288 bytes + 36
```

1. channelIndex
- OSDP가.
2. channelType
- RS485가
- CoreStation40,가0~45,
- OSDP가가,Suprema,OSDP0
- Suprema가,Suprema,
- channelType1.OSDP가
- OSDP가,OSDP,channelType
- 2.Suprema가.

CoreStation40 Suprema , OSDP
OSDP 가 가 2
channelType 3 가

0	Normal
1	Suprema
2	OSDP
3	OSDP FULL

3. maxOsdpDevice
가
channelType 1 32 , 2 3 2

4. numOsdpAvailableDevice
가

5. deviceIDs
()

6. numOfChannel
CoreStation40 5

7. reserved

8. channels
OSDP
8 가 , CoreStation40 5 가 0~4

9. reserved1

From:

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

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Last update:

2023/02/09 17:00