

Slave Control API	1
.....	1
BS2Rs485SlaveDevice	1
BS2Rs485SlaveDeviceEX	2
BS2OsdpStandardDevice	2
BS2OsdpStandardDeviceAvailable	4
BS2OsdpStandardNotify	5
BS2OsdpStandardDeviceAdd	6
BS2OsdpStandardDeviceUpdate	7
BS2OsdpStandardDeviceCapability	8
BS2OsdpStandardDeviceResult	10
BS2OsdpStandardDeviceSecurityKey	10

Slave Control API

RS485

- [BS2_GetSlaveDevice](#): RS485
- [BS2_SetSlaveDevice](#): 가/ /
- [BS2_GetSlaveExDevice](#): CoreStation RS485
- [BS2_SetSlaveExDevice](#): CoreStation 가/ /
- [BS2_SearchDevicesCoreStation](#): CoreStation
- [BS2_SearchDevicesCoreStationEx](#): [+ 2.6.3] CoreStation
(host ip)
- [BS2_GetDevicesCoreStation](#): CoreStation
- [BS2_AddOsdpStandardDevice](#): [+ 2.9.1] OSDP 가
- [BS2_GetOsdpStandardDevice](#): [+ 2.9.1] OSDP 가
- [BS2_GetAvailableOsdpStandardDevice](#): [+ 2.9.1] OSDP
가
- [BS2_UpdateOsdpStandardDevice](#): [+ 2.9.1] OSDP
- [BS2_RemoveOsdpStandardDevice](#): [+ 2.9.1] OSDP
- [BS2_GetOsdpStandardDeviceCapability](#): [+ 2.9.1] OSDP 가
- [BS2_SetOsdpStandardDeviceSecurityKey](#): [+ 2.9.1] 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)
} BS2sdpStandardDevice;    ///< 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

.

BS2OsdpStandardDeviceAvailable

```
typedef struct {
    uint8_t                channelIndex;                ///< 1 byte
    BS2_OSDP_CHANNEL_TYPE  channelType;                ///< 1 byte
    uint8_t                maxOsdpDevice;              ///< 1 byte
    uint8_t                numOsdpAvailableDevice;      ///< 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

OSDP 가 .

2. channelType

RS485 가 .

CoreStation40 , 가 0~4 5 , .

OSDP 가 .

가 , Suprema , OSDP 0

Suprema 가 , Suprema ,

channelType 1 . OSDP 가 .

OSDP 가 , OSDP , channelType

2 . Suprema 가 .

CoreStation40 Suprema , OSDP .

OSDP 가 가 2 , .

channelType 3 가 .

0	Normal
1	Suprema
2	OSDP
3	OSDP FULL

3. *maxOsdpDevice*

channelType 1 가 32 , 2 3 2 .

4. *numOsdpAvailibleDevice*

가 .

5. *deviceIDs*

() .

6. *numOfChannel*

. CoreStation40 5 .

7. *reserved*

.

8. *channels*

OSDP

8 가 , CoreStation40 5 가 0~4

9. *reserved1*

.

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*
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*

BS2OsdpStandardDeviceAdd

```
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
} BS2sdpStandardDeviceAdd;      ///< 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*

. 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
} BS2sdpStandardDeviceUpdate;  ///< 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 {
    BS2OsdpStandardDeviceCapabilityItem input;           ///< 2 bytes
    BS2OsdpStandardDeviceCapabilityItem output;          ///< 2 bytes
    BS2OsdpStandardDeviceCapabilityItem led;             ///< 2 bytes
    BS2OsdpStandardDeviceCapabilityItem audio;           ///< 2 bytes
    BS2OsdpStandardDeviceCapabilityItem textOutput;      ///< 2 bytes
    BS2OsdpStandardDeviceCapabilityItem 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
} BS2OsdpStandardDeviceCapability;                      ///< 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*

OSDP 16byte .

2. *reserved*

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

Permanent link:
https://kb.supremainc.com/bs2sdk/doku.php?id=ko:slave_control_api&rev=1704766527

Last update: **2024/01/09 11:15**