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# Slave Control API

## RS485

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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

### 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 , Suprema , OSDP 0

channelType 1 Suprema 가 , Suprema ,

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. *numOsdpAvailableDevice*

가 .

5. *deviceIDs*

( ) .

6. *numOfChannel*

. CoreStation40 5 .

7. *reserved*8. *channels*

OSDP

8 가 , CoreStation40 5 가 0~4

9. *reserved1***BS2OsdpStandardDeviceNotify**

```
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)
} BS2OsdpStandardDeviceNotify;        ///< 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)  
input, output, led, audio, textOutput

OSDP

### 2. count

PD (function) (number of objects)  
OSDP

가

### 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*

## BS20sdpStandardDeviceResult

```
typedef struct {
    BS2_DEVICE_ID    deviceID;
    BS2_OSDP_RESULT  result;
} BS20sdpStandardDeviceResult;
```

1. *deviceID*

2. *result*

OSDP                                    가                                    .

0	Fail
1	Success

## BS20sdpStandardDeviceSecurityKey

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

1. *key*

OSDP                                    16byte                                    .

2. *reserved*

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Permanent link: [http://kb.supremainc.com/bs2sdk./doku.php?id=ko:slave\\_control\\_api&rev=1706059122](http://kb.supremainc.com/bs2sdk./doku.php?id=ko:slave_control_api&rev=1706059122)

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