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가 BioStar

BioStar

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[CoreStation]

CoreStation

- [BS2_GetInterlockZone:](#) 가
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Ethernet

Zone Master BioStar V2.x 가 Zone 가 (Master ↔ Member)
 Ethernet TCP 1.x Entrance Limit, Fire Alarm Zone

- [BS2_GetDeviceZone:](#) Ethernet 가
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- [BS2_GetDeviceZoneAGEntranceLimit:](#) Ethernet Access Group 가
- [BS2_GetAllDeviceZoneAGEntranceLimit:](#) Ethernet Access Group 가
- [BS2_SetDeviceZoneAGEntranceLimit:](#) Ethernet Access Group
- [BS2_RemoveDeviceZoneAGEntranceLimit:](#) Ethernet Access Group
- [BS2_RemoveAllDeviceZoneAGEntranceLimit:](#) Ethernet Access Group

OnCheckGlobalAPBViolation

가

```
typedef void (*OnCheckGlobalAPBViolation)(uint32_t deviceId, uint16_t seq,
const char* userID_1, const char* userID_2, bool isDualAuth);
```

1. *deviceId*

2. *seq*

3. *userID_1*

ID

4. *userID_2*

ID

5. *isDualAuth*

BS2ZoneStatus

```
typedef struct {
    uint32_t id;
    uint8_t status;
    uint8_t disabled;
    uint8_t reserved[6];
} BS2ZoneStatus;
```

1. *id*

2. *status*

0	
1	

2	scheduled lock
4	scheduled unlock

3. *disabled*

flag

4. *reserved*

BS2ApbMember

```
typedef struct {
    uint32_t deviceID;
    uint8_t type;
    uint8_t reserved[3];
} BS2ApbMember;
```

1. *deviceID*

2. *type*

APB reader

-1	
0	
1	

3. *reserved*

BS2TimedApbMember

```
typedef struct {
    uint32_t deviceID;
    uint8_t reserved[4];
} BS2TimedApbMember;
```

1. *deviceID*

2. *reserved*

BS2FireSensor

```
typedef struct {
    uint32_t deviceID;
    uint8_t port;
    uint8_t switchType;
    uint8_t duration;
} BS2FireSensor ;
```

1. *deviceID*

2. *port*

3. *switchType*

0	
1	

4. *duration*

millisecond

BS2AntiPassbackZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t type;
    uint8_t numReaders;
    uint8_t numBypassGroups;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[3];
    uint32_t resetDuration;
    BS2Action alarm[BS2_MAX_APB_ALARM_ACTION];
    BS2ApbMember readers[BS2_MAX_READERS_PER_APB_ZONE];
    uint8_t reserved2[512];
    uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_APB_ZONE];
} BS2AntiPassbackZone;
```

1. *zoneID*

1 가

가

```

char name[BS2_MAX_ZONE_NAME_LEN];
uint8_t type;
uint8_t numReaders;
uint8_t numBypassGroups;
uint8_t disabled;
uint8_t alarmed;
uint8_t reserved[3];
uint32_t resetDuration;
BS2Action alarm[BS2_MAX_TIMED_APB_ALARM_ACTION];
BS2TimedApbMember readers[BS2_MAX_READERS_PER_TIMED_APB_ZONE];
uint8_t reserved2[320];
uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_TIMED_APB_ZONE];
} BS2TimedAntiPassbackZone;
    
```

1. *zoneID*

1 가

2. *name*

BioStar

3. *type*

0	Hard APB(가)
1	Soft APB()

4. *numReaders*

reader

5. *numBypassGroups*

6. *disabled*

flag

7. *alarmed*

8. *reserved*

9. *resetDuration*

가

0

BioStar

10. *alarm*

가

5

11. *readers*

64

12. reserved2

13. bypassGroupIDs

16

BS2FireAlarmZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t numSensors;
    uint8_t numDoors;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[8];
    BS2FireSensor sensor[BS2_MAX_FIRE_SENSORS_PER_FIRE_ALARM_ZONE];
    BS2Action alarm[BS2_MAX_FIRE_ALARM_ACTION];
    uint8_t reserved2[32];
    uint32_t doorIDs[BS2_MAX_DOORS_PER_FIRE_ALARM_ZONE];
} BS2FireAlarmZone;
```

1. zoneID

1 가

2. name

BioStar

3. numSensors

4. numDoors

5. alarmed

6. disabled

flag

7. reserved

8. sensor

8

9. alarm

5

10. *reserved2*

11. *doorIDs*

32

BS2ScheduledLockUnlockZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint32_t lockScheduleID;
    uint32_t unlockScheduleID;
    uint8_t numDoors;
    uint8_t numBypassGroups;
    uint8_t numUnlockGroups;
    uint8_t bidirectionalLock;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[6];
    BS2Action alarm[BS2_MAX_SCHEDULED_LOCK_UNLOCK_ALARM_ACTION];
    uint8_t reserved2[32];
    uint32_t doorIDs[BS2_MAX_DOORS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
    uint32_t
bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
    uint32_t
unlockGroupIDs[BS2_MAX_UNLOCK_GROUPS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
} BS2ScheduledLockUnlockZone;
```

1. *zoneID*

1 가

2. *name*

BioStar

3. *lockScheduleID*

4. *unlockScheduleID*

5. *numDoors*

6. *numBypassGroups*

7. *numUnlockGroups*

가

8. *bidirectionalLock*

9. *disabled*

flag

10. *alarmed*

11. *reserved*

12. *alarm*

5

13. *reserved2*

14. *doorIDs*

32

15. *bypassGroupIDs*

16

16. *unlockGroupIDs*

가

16

BS2IntrusionAlarmZone

```

typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t armDelay;
    uint8_t alarmDelay;
    uint8_t disabled;
    uint8_t reserved[1];
    uint8_t numReaders;
    uint8_t numInputs;
    uint8_t numOutputs;
    uint8_t numCards;
    uint8_t numDoors;
    uint8_t numGroups;
    uint8_t reserved2[10];
} BS2IntrusionAlarmZone;

```

1. *zoneID*

1

가

2. *name*

BioStar

3. *armDelay*

4. *alarmDelay*
5. *disabled*
flag
6. *reserved[1]*
7. *numReaders*
8. *numInputs*
9. *numOutputs*
10. *numCards*
11. *numDoors*
12. *numGroups*
13. *reserved*

BS2IntrusionAlarmZoneBlob

```
typedef struct {  
    BS2IntrusionAlarmZone IntrusionAlarmZone;  
    BS2AlarmZoneMember* memberObjs;  
    BS2AlarmZoneInput* inputObjs;  
    BS2AlarmZoneOutput* outputObjs;  
    BS2CSNCard* cardObjs;  
    BS2_D00R_ID* doorIDs;  
    BS2_ACCESS_GROUP_ID* groupIDs;  
} BS2IntrusionAlarmZoneBlob;
```

1. *IntrusionAlarmZone*
2. *memberObjs*
3. *inputObjs*

IntrusionAlarmZone.numReaders

- 4. *outputObjs* **IntrusionAlarmZone.numInputs**
 - 5. *cardObjs* **IntrusionAlarmZone.numOutputs**
 - 6. *doorIDs* **IntrusionAlarmZone.numCards**
 - 7. *groupIDs* **IntrusionAlarmZone.numDoors**
- [Smartcard API](#)
- IntrusionAlarmZone.numGroups**

BS2InterlockZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t disabled;
    uint8_t numInputs;
    uint8_t numOutputs;
    uint8_t numDoors;
    uint8_t reserved[8];
} BS2InterlockZone;
```

- 1. *zoneID* 1 가
- 2. *name* BioStar
- 3. *disabled* flag
- 4. *numInputs*
- 5. *numOutputs*
- 6. *numDoors*
- 7. *reserved*

BS2InterlockZoneBlob

```
typedef struct {
    BS2InterlockZone InterlockZone;
    BS2InterlockZoneInput* inputObjs;
    BS2InterlockZoneOutput* outputObjs;
    BS2_D00R_ID* doorIDs;
} BS2InterlockZoneBlob;
```

1. *InterlockZone*

2. *inputObjs*

InterlockZone.numInputs

3. *outputObjs*

InterlockZone.numOutputs

4. *doorIDs*

InterlockZone.numDoors

BS2DeviceZoneEntranceLimitMaster

```
typedef struct {
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t type;
    uint8_t reserved1[3];
    uint32_t entryLimitInterval_s;
    uint8_t numEntranceLimit;
    uint8_t numReaders;
    uint8_t numAlarm;
    uint8_t numBypassGroups;
    uint8_t maxEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint32_t periodStart_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint32_t periodEnd_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    BS2DeviceZoneEntranceLimitMemberInfo
    readers[BS2_MAX_READERS_PER_DEVICE_ZONE_ENTRANCE_LIMIT];
    BS2Action alarm[BS2_MAX_DEVICE_ZONE_ENTRANCE_LIMIT_ALARM_ACTION];
    BS2_ACCESS_GROUP_ID
    bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_DEVICE_ZONE_ENTRANCE_LIMIT];
    uint8_t reserved3[8 * 4];
} BS2DeviceZoneEntranceLimitMaster;
```

1. *name*

BioStar

5. *alarm*

5

6. *reserved2*

BS2DeviceZoneFireAlarmMember

```
typedef struct {
    BS2_PORT masterPort;
    uint8_t reserved1[2];
    BS2_IPV4_ADDR masterIP;
    uint8_t numSensors;
    uint8_t numDoors;
    uint8_t reserved2[2];
    BS2DeviceZoneFireSensor
sensor[BS2_MAX_FIRE_SENSORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
    union {
        BS2_D00R_ID
doorIDs[BS2_MAX_DOORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
        BS2_LIFT_ID
liftIDs[BS2_MAX_DOORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
    };
} BS2DeviceZoneFireAlarmMember;
```

1. *masterPort*

master port

2. *reserved1*

3. *masterIP*

master IP

4. *numSensors*

5. *numDoors*

6. *reserved2*

7. *sensor*

8

8. *doorIDs*

8

9. *liftIDs*

Lift

8

BS2DeviceZoneFireAlarmMemberInfo

```
typedef struct {
    uint32_t readerID;
} BS2DeviceZoneFireAlarmMemberInfo;
```

1. *readerID*

BS2DeviceZoneFireSensor

```
typedef struct {
    uint32_t deviceID;
    uint8_t port;
    uint8_t switchType;
    uint16_t duration;
} BS2DeviceZoneFireSensor;
```

1. *deviceID*
2. *port*
3. *switchType*

0	
1	

4. *duration*

millisecond

BS2DeviceZone

```
typedef struct {
    uint32_t zoneID;
    uint8_t zoneType;
    uint8_t nodeType;
    uint8_t enable;
    uint8_t reserved[1];
    union {
        BS2DeviceZoneEntranceLimitMaster entranceLimitMaster;
        BS2DeviceZoneEntranceLimitMember entranceLimitMember;
        BS2DeviceZoneFireAlarmMaster fireAlarmMaster;
        BS2DeviceZoneFireAlarmMember fireAlarmMember;
    };
};
```

```
};
} BS2DeviceZone;
```

1. *zoneID*

1 가 .

2. *zoneType*

.

3. *nodeType*

.

4. *enable*

flag .

5. *reserved[1]*

.

BS2DeviceZoneAGEntranceLimit

```
typedef struct {
    uint32_t zoneID;
    uint16_t numAGEntranceLimit;
    uint16_t reserved1;
    uint32_t periodStart_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint32_t periodEnd_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint16_t numEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint16_t
maxEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE][BS2_MAX_ACCESS_GROUP_ENTRANCE_LIMI
T_PER_ENTRANCE_LIMIT];
    uint32_t
accessGroupID[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE][BS2_MAX_ACCESS_GROUP_ENTRANCE
_LIMIT_PER_ENTRANCE_LIMIT];
} BS2DeviceZoneAGEntranceLimit;
```

1. *zoneID*

1 가 .

2. *numAGEntranceLimit*

.

3. *reserved1*

.

4. *periodStart_s*

가 .

5. *periodEnd_s*

가 .

6. *numEntry*

7. *maxEntry*

8. *accessGroupID*

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