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SDK API

The followings are a set of APIs that initialize device management information and that are used for dynamic memory control and PIN code generation.

- [BS2_Version](#): Returns the SDK version.
- [BS2_AllocateContext](#): Allocates the device management Context.
- [BS2_ReleaseContext](#): Releases the device management Context.
- [BS2_Initialize](#): Initializes the device management Context.
- [BS2_ReleaseObject](#): Releases dynamic memory.
- [BS2_MakePinCode](#): Encrypts the PIN.
- [BS2_SetMaxThreadCount](#): Specifies the maximum thread count.
- [BS2_ComputeCRC16CCITT](#): Calculates the CRC-16 CCITT checksum.
- [BS2_GetCardModel](#): Retrieves the supported card models.
- [BS2_GetDataEncryptKey](#): Gets the encryption key for the device.
- [BS2_SetDataEncryptKey](#): Sets the encryption key for the device.
- [BS2_RemoveDataEncryptKey](#): Removes the encryption key for the device.
- [BS2_SetDeviceSearchingTimeout](#) : Specifies the device searching time.
- [BS2_SetDebugFileLog](#) : Retrieves debugging file log.

Structure

BS2EncryptKey

```
enum
{
    BS2_ENC_KEY_SIZE = 32,
};

typedef struct
{
    uint8_t key[BS2_ENC_KEY_SIZE];
    uint8_t reserved[32];
} BS2EncryptKey;
```

1. *key*

The key value used by the device.

2. *reserved*

Reserved space.

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