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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_MakePinCodeWithKey**: Encrypts PIN code with the user-defined PIN encryption key. [+ 2.7.1]
- **BS2_SetMaxThreadCount**: Specifies the maximum thread count.
- **BS2_ComputeCRC16CCITT**: Calculates the CRC-16 CCITT checksum.
- **BS2_GetCardModel**: Retrieves the supported card models.
- **BS2_SetDataEncryptKey**: Changes the user defined PIN encryption key. [+ 2.7.1]
- **BS2_RemoveDataEncryptKey**: Removes the encryption key for the device.
- **BS2_SetDeviceSearchingTimeout** : Specifies the device searching time.
- **BS2_SetDebugFileLog** : Retrieves debugging file log.
- **BS2_EnableDeviceLicense**: [+ 2.9.1] Activate the device license.
- **BS2_DisableDeviceLicense**: [+ 2.9.1] Deactivate the device license.
- **BS2_QueryDeviceLicense**: [+ 2.9.1] Check device license information.

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.

BS2LicenseBlob

```
typedef struct {
    BS2_LICENSE_TYPE    licenseType;
    uint16_t            numOfDevices;
    BS2_DEVICE_ID*     deviceIDObjs;
    uint32_t            licenseLen;
    uint8_t*           licenseObj;
} BS2LicenseBlob;
```

1. *licenseType*

The type of license.

Value	Description
0x0000	None
0x0001	Visual QR

2. *numOfDevices*

Number of licenses activated devices.

3. *deviceIDObjs*

Slave devices for which license information will be issued.

4. *licenseLen*

license activation file size.

5. *licenseObj*

License activation data block.

BS2LicenseResult

```
typedef struct {
    BS2_DEVICE_ID    deviceID;
    BS2_LICENSE_STATUS status;
} BS2LicenseResult;
```

1. *deviceID*

Device identifier.

2. *status*

License status information.

Value	Description
0	Not supported
1	Disable
2	Enable

Value	Description
3	Expired

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Last update: **2023/02/28 14:46**