

**SDK API** ..... 1  
..... 1  
    BS2Handshake ..... 1

# SDK API

PIN

API

- [BS2\\_Version](#): SDK
- [BS2\\_AllocateContext](#): Context
- [BS2\\_ReleaseContext](#): Context
- [BS2\\_Initialize](#): Context
- [BS2\\_ReleaseObject](#):
- [BS2\\_MakePinCode](#): PIN
- [BS2\\_SetMaxThreadCount](#):
- [BS2\\_ComputeCRC16CCITT](#): CRC-16 CCITT
- [BS2\\_GetCardModel](#): 가
- [BS2\\_GetCredentialKey](#): 가
- [BS2\\_SetCredentialKey](#):
- [BS2\\_RemoveCredentialKey](#):

## BS2Handshake

```
enum {
    BS2_HANDSHAKE_KEY_SIZE = 32,
};

/**
 * BS2Handshake
 */
typedef struct {
    uint32_t maxPacketSize;           ///< 4 bytes
    uint8_t  key[BS2_HANDSHAKE_KEY_SIZE];  ///< 32 bytes
    bool     dualIDSupported;         ///< 1 byte
    bool     useAlphanumericID;       ///< 1 byte
    bool     credentialKeySupported;  ///< 1 byte
    bool     credentialKeyRequired;   ///< 1 byte
    bool     discoverySession;        ///< 1 byte
    uint8_t  reserved[27];           ///< 27 bytes (reserved)
} BS2Handshake;
```

1. *maxPacketSize*

1

2. *key*

3. *dualIDSupported*

