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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          modelNumber;        ///< 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. modelNumber

OSDP

13. modelVersion

OSDP

14. readInfo

vendorCode fwVersion, model , OSDP  
가 master

15. reserved

## BS2OsdpStandardNotify

```
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)
} BS2OsdpStandardNotify;               ///< 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
} BS2osdpStandardDeviceAdd;                            ///< 8 bytes

```

1. *osdpID*

OSDP                            가      0~126

2. *activate*

, false

3. *useSecureSession*

### BS2\_SetOsdpStandardDeviceSecurityKey

4. *deviceType*

. BS2\_DEVICE\_TYPE\_3RD\_OSDP\_DEVICE



```

BS20sdpStandardDeviceCapabilityItem    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
} BS20sdpStandardDeviceCapability;  ///< 28 bytes
    
```

1. *compliance*

PD (function) (compliance level) , OSDP  
 input, output, led, audio, textOutput

2. *count*

PD (function) (number of objects) , 가  
 OSDP

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*

compliance level , 01, 02, 03 . OSDP

13. *timeKeeping*

PD . OSDP 2.2

14. *canCommSecure*15. *crcSupport*16. *smartCardSupport*17. *biometricSupport*

가 가

18. *securePinEntrySupport*

SPE(Secure PIN Entry)

19. *reserved*

## BS2OsdpStandardDeviceResult

```
typedef struct {
    BS2_DEVICE_ID    deviceID;
    BS2_OSDP_RESULT  result;
} BS2osdpStandardDeviceResult;
```

1. *deviceID*2. *result*

OSDP 가

0	Success
1	Fail
2	Not available

## BS2OsdpStandardDeviceSecurityKey

```
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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<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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