

Slave Control API 1

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Slave Control API

RS485

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- [BS2_SetOsdpStandardDeviceSecurityKey](#): [+ 2.8.4] OSDP

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      modelName;       ///< 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. *modelName*

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

5. deviceID

. 0 master 가

BS2OsdpStandardDeviceUpdate

```
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
} BS2OsdpStandardDeviceUpdate;   ///< 8 bytes
```

1. osdpID

OSDP 가 0~126

가

2. activate

, false

3. useSecureSession

[BS2_SetOsdpStandardDeviceSecurityKey](#)

4. deviceType

. BS2_DEVICE_TYPE_3RD_OSDP_DEVICE

5. deviceID

BS2OsdpStandardDeviceCapability

```
typedef struct {
    uint8_t      compliance;
    uint8_t      count;
} BS2OsdpStandardDeviceCapabilityItem;
```

```

typedef struct {
    BS20sdpStandardDeviceCapabilityItem input;           ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem output;         ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem led;           ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem audio;         ///< 2 bytes
    BS20sdpStandardDeviceCapabilityItem textOutput;    ///< 2 bytes
    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 |

BS20sdpStandardDeviceSecurityKey

```
typedef struct {  
    uint8_t    key[BS2_OSDP_STANDARD_KEY_SIZE];  
    uint8_t    reserved[32];  
} BS20sdpStandardDeviceSecurityKey;
```

- 1. *key*
OSDP 16byte
- 2. *reserved*

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

Permanent link:
http://kb.supremainc.com/bs2sdk./doku.php?id=ko:slave_control_api&rev=1675929352

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