

Slave Control API 1

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Slave Control API

RS485

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- [BS2_SearchDevicesCoreStation](#): CoreStation
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(host ip)
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- [BS2_AddOsdpStandardDevice](#): [+ 2.8.4] OSDP 가
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- [BS2_GetAvailableOsdpStandardDevice](#): [+ 2.8.4] OSDP 가
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- [BS2_GetOsdpStandardDeviceCapability](#): [+ 2.8.4] OSDP 가
- [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

BS2OsdpStandardDeviceAvailable

```

typedef struct {
    uint8_t                channelIndex;                ///< 1 byte
    BS2_OSDP_CHANNEL_TYPE channelType;                ///< 1 byte
    uint8_t                maxOsdpDevice;              ///< 1 byte
    uint8_t                numOsdpAvailableDevice;    ///< 1 byte
    BS2_DEVICE_ID         deviceIDs[8];                ///< 4 x 8 = 32
bytes
} BS2osdpStandardChannelInfo;                        ///< 36 bytes

typedef struct {
    uint8_t                numOfChannel;                ///< 1 byte
    uint8_t                reserved[3];                ///< 3 bytes
    BS2osdpStandardChannelInfo channels[BS2_RS485_MAX_CHANNELS_EX]; ///< 36
x 8 = 288 bytes
    uint8_t                reserved1[32];              ///< 32 bytes
} BS2osdpStandardDeviceAvailable;                    ///< 288 bytes + 36

```

1. channelIndex

OSDP 가

2. channelType

RS485 가

CoreStation40 , 가 0~4 5 ,

OSDP 가 , Suprema , OSDP 0

channelType 1 Suprema 가 , Suprema ,

OSDP 가 , OSDP , channelType

2 . Suprema 가

CoreStation40 Suprema , OSDP

OSDP 가 가 2 ,

channelType 3 가

0	Normal
1	Suprema
2	OSDP
3	OSDP FULL

3. *maxOsdpDevice*

channelType 1 가 32 , 2 3 2 .

4. *numOsdpAvailableDevice*

가 .

5. *deviceIDs*

() .

6. *numOfChannel*

. CoreStation40 5 .

7. *reserved*8. *channels*

OSDP

8 가 , CoreStation40 5 가 0~4

9. *reserved1***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
} BS2sdpStandardDeviceAdd;      ///< 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*

. 0 master 가 .

BS2sdpStandardDeviceUpdate

```

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
} BS2sdpStandardDeviceUpdate;  ///< 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 {
    BS2osdpStandardDeviceCapabilityItem input;          ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem output;         ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem led;            ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem audio;          ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem textOutput;     ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem 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
} BS2osdpStandardDeviceCapability;                    ///< 28 bytes
```

1. compliance

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

OSDP

2. count

PD (function) (number of objects)
OSDP

가

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*

, 01, 02, 03

. OSDP

compliance level

13. *timeKeeping*

PD

. OSDP 2.2

14. *canCommSecure*

15. *crcSupport*

16. *smartCardSupport*

17. *biometricSupport*

가 가

18. *securePinEntrySupport*

SPE(Secure PIN Entry)

19. *reserved*

BS20sdpStandardDeviceResult

```
typedef struct {
    BS2_DEVICE_ID    deviceID;
    BS2_OSDP_RESULT  result;
} BS20sdpStandardDeviceResult;
```

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=1675996252

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