

Zone Control API 1

..... 1

..... 1

..... 2

..... 2

..... 2

..... 3

Ethernet 3

Lift / 4

..... 4

OnCheckGlobalAPBViolation 4

OnCheckGlobalAPBViolationByDoorOpen 5

OnUpdateGlobalAPBViolationByDoorOpen 5

..... 6

BS2ZoneStatus 6

BS2ApbMember 6

BS2TimedApbMember 7

BS2FireSensor 7

BS2AntiPassbackZone 7

BS2TimedAntiPassbackZone 9

BS2FireAlarmZone 10

BS2ScheduledLockUnlockZone 11

BS2IntrusionAlarmZone 12

BS2IntrusionAlarmZoneBlob 13

BS2InterlockZone 14

BS2InterlockZoneBlob 15

BS2DeviceZoneEntranceLimitMaster 15

BS2DeviceZoneEntranceLimitMember 17

BS2DeviceZoneFireAlarmMaster 17

BS2DeviceZoneFireAlarmMember 18

BS2DeviceZoneFireAlarmMemberInfo 19

BS2DeviceZoneFireSensor 19

BS2DeviceZone 20

BS2DeviceZoneAGEntranceLimit 20

BS2LiftLockUnlockZone 21

Zone Control API

, BioStart

4

가

가

(,)

- [BS2_GetAntiPassbackZone:](#) 가
- [BS2_GetAllAntiPassbackZone:](#) 가
- [BS2_GetAntiPassbackZoneStatus:](#) 가
- [BS2_GetAllAntiPassbackZoneStatus:](#) 가
- [BS2_SetAntiPassbackZone:](#)
- [BS2_SetAntiPassbackZoneAlarm:](#)
- [BS2_RemoveAntiPassbackZone:](#)
- [BS2_RemoveAllAntiPassbackZone:](#)
- [BS2_ClearAntiPassbackZoneStatus:](#)
- [BS2_ClearAllAntiPassbackZoneStatus:](#)
- [BS2_SetCheckGlobalAPBViolationHandler:](#) 가
- [BS2_CheckGlobalAPBViolation:](#)
- [BS2_SetGlobalAPBViolationByDoorOpenHandler:](#) [+ 2.7.0]
가
- [BS2_CheckGlobalAPBViolationByDoorOpen:](#) [+ 2.7.0]

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(,)

- [BS2_GetTimedAntiPassbackZone:](#) 가
- [BS2_GetAllTimedAntiPassbackZone:](#) 가
- [BS2_GetTimedAntiPassbackZoneStatus:](#) 가
- [BS2_GetAllTimedAntiPassbackZoneStatus:](#) 가
- [BS2_SetTimedAntiPassbackZone:](#)
- [BS2_SetTimedAntiPassbackZoneAlarm:](#)
- [BS2_RemoveTimedAntiPassbackZone:](#)

- [BS2_RemoveAllTimedAntiPassbackZone:](#)
- [BS2_ClearTimedAntiPassbackZoneStatus:](#)
- [BS2_ClearAllTimedAntiPassbackZoneStatus:](#)

가 BioStar

BioStar

- [BS2_GetFireAlarmZone:](#)
- [BS2_GetAllFireAlarmZone:](#)
- [BS2_GetFireAlarmZoneStatus:](#)
- [BS2_GetAllFireAlarmZoneStatus:](#)
- [BS2_SetFireAlarmZone:](#)
- [BS2_SetFireAlarmZoneAlarm:](#)
- [BS2_RemoveFireAlarmZone:](#)
- [BS2_RemoveAllFireAlarmZone:](#)

가
가

가
가

/

/

- [BS2_GetScheduledLockUnlockZone:](#)
- [BS2_GetAllScheduledLockUnlockZone:](#)
- [BS2_GetScheduledLockUnlockZoneStatus:](#)
- [BS2_GetAllScheduledLockUnlockZoneStatus:](#)
- [BS2_SetScheduledLockUnlockZone:](#)
- [BS2_SetScheduledLockUnlockZoneAlarm:](#)
- [BS2_RemoveScheduledLockUnlockZone:](#)
- [BS2_RemoveAllScheduledLockUnlockZone:](#)

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가 BioStar

BioStar

- [BS2_GetIntrusionAlarmZone:](#)
- [BS2_GetIntrusionAlarmZoneStatus:](#)
- [BS2_GetAllIntrusionAlarmZoneStatus:](#)
- [BS2_SetIntrusionAlarmZone:](#)

가

가
가

- [BS2_SetIntrusionAlarmZoneAlarm](#):
- [BS2_RemoveIntrusionAlarmZone](#):
- [BS2_RemoveAllIntrusionAlarmZone](#):
- [BS2_SetIntrusionAlarmZoneArm](#):

[CoreStation]

CoreStation

- [BS2_GetInterlockZone](#): 가
- [BS2_GetInterlockZoneStatus](#): 가
- [BS2_GetAllInterlockZoneStatus](#): 가
- [BS2_SetInterlockZone](#):
- [BS2_SetInterlockZoneAlarm](#):
- [BS2_RemoveInterlockZone](#):
- [BS2_RemoveAllInterlockZone](#):

Ethernet

Zone Master BioStar V2.x 가 (Master ↔ Member)
 Ethernet TCP Zone 1.x Entrance Limit, Fire Alarm Zone
 A2(FW 1.4.0), BS2(FW 1.5.0) and P2(FW 1.0.0)

- [BS2_GetDeviceZone](#): Ethernet 가
- [BS2_GetAllDeviceZone](#): Ethernet 가
- [BS2_SetDeviceZone](#): Ethernet
- [BS2_RemoveDeviceZone](#): Ethernet
- [BS2_RemoveAllDeviceZone](#): Ethernet
- [BS2_SetDeviceZoneAlarm](#): Ethernet
- [BS2_ClearDeviceZoneAccessRecord](#): Ethernet
- [BS2_ClearAllDeviceZoneAccessRecord](#): Ethernet
- [BS2_GetDeviceZoneAGEntranceLimit](#): Ethernet Access Group 가
- [BS2_GetAllDeviceZoneAGEntranceLimit](#): Ethernet Access Group 가
- [BS2_SetDeviceZoneAGEntranceLimit](#): Ethernet Access Group
- [BS2_RemoveDeviceZoneAGEntranceLimit](#): Ethernet Access Group
- [BS2_RemoveAllDeviceZoneAGEntranceLimit](#): Ethernet Access Group

Lift /

[+ 2.7.0] Elevator

- [BS2_GetLiftLockUnlockZone](#): Lift / 가
- [BS2_GetAllLiftLockUnlockZone](#): Lift / 가
- [BS2_GetLiftLockUnlockZoneStatus](#): Lift / 가
- [BS2_GetAllLiftLockUnlockZoneStatus](#): Lift / 가
- [BS2_SetLiftLockUnlockZone](#): Lift /
- [BS2_SetLiftLockUnlockZoneAlarm](#): Lift /
- [BS2_RemoveLiftLockUnlockZone](#): Lift /
- [BS2_RemoveAllLiftLockUnlockZone](#): Lift /

OnCheckGlobalAPBViolation

가

```
typedef void (*OnCheckGlobalAPBViolation)(uint32_t deviceId, uint16_t seq,
const char* userID_1, const char* userID_2, bool isDualAuth);
```

1. *deviceId*

2. *seq*

3. *userID_1*

ID

4. *userID_2*

ID

5. *isDualAuth*

OnCheckGlobalAPBViolationByDoorOpen

가 , 1

```
typedef void (*OnCheckGlobalAPBViolationByDoorOpen)(uint32_t deviceId,  
uint16_t seq, const char* userID_1, const char* userID_2, bool isDualAuth);
```

1. *deviceId*

2. *seq*

3. *userID_1*

ID

4. *userID_2*

ID

5. *isDualAuth*

OnUpdateGlobalAPBViolationByDoorOpen

가 , 2

```
typedef void (*OnUpdateGlobalAPBViolationByDoorOpen)(uint32_t deviceId,  
uint16_t seq, const char* userID_1, const char* userID_2, bool isDualAuth);
```

1. *deviceId*

2. *seq*

3. *userID_1*

ID

4. *userID_2*

ID

5. *isDualAuth*

BS2ZoneStatus

```
typedef struct {
    uint32_t id;
    uint8_t status;
    uint8_t disabled;
    uint8_t reserved[6];
} BS2ZoneStatus;
```

1. *id*

2. *status*

0	
1	
2	scheduled lock
4	scheduled unlock

3. *disabled*

flag

4. *reserved*

BS2ApbMember

```
typedef struct {
    uint32_t deviceID;
    uint8_t type;
    uint8_t reserved[3];
} BS2ApbMember;
```

1. *deviceID*

2. *type*

APB reader

-1	
0	
1	

3. reserved

BS2TimedApbMember

```
typedef struct {
    uint32_t deviceID;
    uint8_t reserved[4];
} BS2TimedApbMember;
```

1. deviceID

2. reserved

BS2FireSensor

```
typedef struct {
    uint32_t deviceID;
    uint8_t port;
    uint8_t switchType;
    uint8_t duration;
} BS2FireSensor ;
```

1. deviceID

2. port

3. switchType

0	
1	

4. duration

millisecond

BS2AntiPassbackZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t type;
    uint8_t numReaders;
```



```

uint8_t numBypassGroups;
uint8_t disabled;
uint8_t alarmed;
uint8_t reserved[3];
uint32_t resetDuration;
BS2Action alarm[BS2_MAX_APB_ALARM_ACTION];
BS2ApbMember readers[BS2_MAX_READERS_PER_APB_ZONE];
uint8_t reserved2[512];
uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_APB_ZONE];
} BS2AntiPassbackZone;

```

1. zoneID

1 가

가

2. name

BioStar

3. type

0	Hard APB() 가
1	Soft APB()

4. numReaders

APB reader

5. numBypassGroups

APB

6. disabled

flag

7. alarmed

8. reserved

9. resetDuration

APB

()

0

, BS2_ClearAntiPassbackZoneStatus

- 10. *alarm*
가 APB 5
- 11. *readers*
64
- 12. *reserved2*
- 13. *bypassGroupIDs*
APB 16

BS2TimedAntiPassbackZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t type;
    uint8_t numReaders;
    uint8_t numBypassGroups;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[3];
    uint32_t resetDuration;
    BS2Action alarm[BS2_MAX_TIMED_APB_ALARM_ACTION];
    BS2TimedApbMember readers[BS2_MAX_READERS_PER_TIMED_APB_ZONE];
    uint8_t reserved2[320];
    uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_TIMED_APB_ZONE];
} BS2TimedAntiPassbackZone;
```

1. *zoneID*

1 가

2. *name*

BioStar

3. *type*

0	Hard APB(가)
1	Soft APB()

4. *numReaders*

reader

5. *numBypassGroups*

6. *disabled*

flag

7. *alarmed*

8. *reserved*

9. *resetDuration*

가

0

BioStar

10. *alarm*

가

5

11. *readers*

64

12. *reserved2*

13. *bypassGroupIDs*

16

BS2FireAlarmZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t numSensors;
    uint8_t numDoors;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[8];
    BS2FireSensor sensor[BS2_MAX_FIRE_SENSORS_PER_FIRE_ALARM_ZONE];
    BS2Action alarm[BS2_MAX_FIRE_ALARM_ACTION];
    uint8_t reserved2[32];
    uint32_t doorIDs[BS2_MAX_DOORS_PER_FIRE_ALARM_ZONE];
} BS2FireAlarmZone;
```

1. *zoneID*

1

가

2. *name*

BioStar

3. *numSensors*

4. *numDoors*

5. *alarmed*

6. *disabled*
flag

7. *reserved*

8. *sensor* 8

9. *alarm* 5

10. *reserved2*

11. *doorIDs* 32

BS2ScheduledLockUnlockZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint32_t lockScheduleID;
    uint32_t unlockScheduleID;
    uint8_t numDoors;
    uint8_t numBypassGroups;
    uint8_t numUnlockGroups;
    uint8_t bidirectionalLock;
    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[6];
    BS2Action alarm[BS2_MAX_SCHEDULED_LOCK_UNLOCK_ALARM_ACTION];
    uint8_t reserved2[32];
    uint32_t doorIDs[BS2_MAX_DOORS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
    uint32_t
bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
    uint32_t
unlockGroupIDs[BS2_MAX_UNLOCK_GROUPS_IN_SCHEDULED_LOCK_UNLOCK_ZONE];
} BS2ScheduledLockUnlockZone;
```

1. *zoneID*

1 가

2. *name*

BioStar

3. *lockScheduleID*

4. *unlockScheduleID*

5. *numDoors*

6. *numBypassGroups*

7. *numUnlockGroups*

가

8. *bidirectionalLock*

9. *disabled*

flag

10. *alarmed*

11. *reserved*

12. *alarm*

5

13. *reserved2*

14. *doorIDs*

32

15. *bypassGroupIDs*

16

16. *unlockGroupIDs*

가

16

BS2IntrusionAlarmZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t armDelay;
    uint8_t alarmDelay;
    uint8_t disabled;
    uint8_t reserved[1];
}
```

```
uint8_t numReaders;  
uint8_t numInputs;  
uint8_t numOutputs;  
uint8_t numCards;  
uint8_t numDoors;  
uint8_t numGroups;  
uint8_t reserved2[10];  
} BS2IntrusionAlarmZone;
```

1. *zoneID*

1 가

2. *name*

BioStar

3. *armDelay*

4. *alarmDelay*

5. *disabled*

flag

6. *reserved[1]*

7. *numReaders*

8. *numInputs*

9. *numOutputs*

10. *numCards*

11. *numDoors*

12. *numGroups*

13. *reserved*

BS2IntrusionAlarmZoneBlob

```
typedef struct {  
    BS2IntrusionAlarmZone IntrusionAlarmZone;
```

```

BS2AlarmZoneMember* memberObjs;
BS2AlarmZoneInput* inputObjs;
BS2AlarmZoneOutput* outputObjs;
BS2CSNCard* cardObjs;
BS2_D00R_ID* doorIDs;
BS2_ACCESS_GROUP_ID* groupIDs;
} BS2IntrusionAlarmZoneBlob;

```

1. *IntrusionAlarmZone*

2. *memberObjs*

IntrusionAlarmZone.numReaders

3. *inputObjs*

IntrusionAlarmZone.numInputs

4. *outputObjs*

IntrusionAlarmZone.numOutputs

5. *cardObjs*

IntrusionAlarmZone.numCards

[Smartcard API](#)

6. *doorIDs*

IntrusionAlarmZone.numDoors

7. *groupIDs*

IntrusionAlarmZone.numGroups

BS2InterlockZone

```

typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t disabled;
    uint8_t numInputs;
    uint8_t numOutputs;
    uint8_t numDoors;
    uint8_t reserved[8];
} BS2InterlockZone;

```

1. *zoneID*

1 가

2. *name*

BioStar

3. *disabled*
flag

4. *numInputs*

5. *numOutputs*

6. *numDoors*

7. *reserved*

BS2InterlockZoneBlob

```
typedef struct {  
    BS2InterlockZone InterlockZone;  
    BS2InterlockZoneInput* inputObjs;  
    BS2InterlockZoneOutput* outputObjs;  
    BS2_D00R_ID* doorIDs;  
} BS2InterlockZoneBlob;
```

1. *InterlockZone*

2. *inputObjs*

InterlockZone.numInputs

3. *outputObjs*

InterlockZone.numOutputs

4. *doorIDs*

InterlockZone.numDoors

BS2DeviceZoneEntranceLimitMaster

```
typedef struct {  
    char name[BS2_MAX_ZONE_NAME_LEN];  
    uint8_t type;  
    uint8_t reserved1[3];  
    uint32_t entryLimitInterval_s;  
    uint8_t numEntranceLimit;
```



```

uint8_t numReaders;
uint8_t numAlarm;
uint8_t numBypassGroups;
uint8_t maxEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
uint32_t periodStart_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
uint32_t periodEnd_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
BS2DeviceZoneEntranceLimitMemberInfo
readers[BS2_MAX_READERS_PER_DEVICE_ZONE_ENTRANCE_LIMIT];
BS2Action alarm[BS2_MAX_DEVICE_ZONE_ENTRANCE_LIMIT_ALARM_ACTION];
BS2_ACCESS_GROUP_ID
bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_PER_DEVICE_ZONE_ENTRANCE_LIMIT];
uint8_t reserved3[8 * 4];
} BS2DeviceZoneEntranceLimitMaster;

```

1. name

BioStar

2. type

1	Soft EntranceLimit(가)
2	Hard EntranceLimit()

3. reserved1[3]

4. entryLimitInterval_s

5. numEntranceLimit

6. numReaders
reader

7. numAlarm

8. numBypassGroups

9. maxEntry

10. periodStart_s
가 . ()

11. periodEnd_s
가 . ()

12. *readers*

64

13. *alarm*

5

14. *bypassGroupIDs*

16

15. *reserved3*

BS2DeviceZoneEntranceLimitMember

```
typedef struct {
    uint16_t masterPort;
    BS2_DEVICE_ZONE_ENTRANCE_LIMIT_DISCONNECTED_ACTION_TYPE
actionInDisconnect;
    uint8_t reserved1[1];
    BS2_IPV4_ADDR masterIP;
} BS2DeviceZoneEntranceLimitMember;
```

1. *masterPort*

master port

2. *actionInDisconnect*

Disconnect

1	Soft EntranceLimit Disconnected action(가)
2	Hard EntranceLimit Disconnected action()

3. *reserved1[3]*

4. *masterIP*

master IP

BS2DeviceZoneFireAlarmMaster

```
typedef struct {
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint8_t numReaders;
    uint8_t numAlarm;
    uint8_t reserved1[2];
}
```

```

    BS2DeviceZoneFireAlarmMemberInfo
    readers[BS2_MAX_READERS_PER_DEVICE_ZONE_FIRE_ALARM];
    BS2Action alarm[BS2_MAX_DEVICE_ZONE_FIRE_ALARM_ALARM_ACTION];
    uint8_t reserved2[8 * 40];
} BS2DeviceZoneFireAlarmMaster;

```

1. *name*

BioStar

2. *numReaders*

3. *reserved1*

4. *readers*

5. *alarm*

5

6. *reserved2*

BS2DeviceZoneFireAlarmMember

```

typedef struct {
    BS2_PORT masterPort;
    uint8_t reserved1[2];
    BS2_IPV4_ADDR masterIP;
    uint8_t numSensors;
    uint8_t numDoors;
    uint8_t reserved2[2];
    BS2DeviceZoneFireSensor
    sensor[BS2_MAX_FIRE_SENSORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
    union {
        BS2_DOOR_ID
        doorIDs[BS2_MAX_DOORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
        BS2_LIFT_ID
        liftIDs[BS2_MAX_DOORS_PER_DEVICE_ZONE_FIRE_ALARM_MEMBER];
    };
} BS2DeviceZoneFireAlarmMember;

```

1. *masterPort*

master port

2. *reserved1*

3. *masterIP*

master IP .

4. *numSensors*

5. *numDoors*

6. *reserved2*

7. *sensor*

8

8. *doorIDs*

8

9. *liftIDs*

Lift

8

BS2DeviceZoneFireAlarmMemberInfo

```
typedef struct {
    uint32_t readerID;
} BS2DeviceZoneFireAlarmMemberInfo;
```

1. *readerID*

BS2DeviceZoneFireSensor

```
typedef struct {
    uint32_t deviceID;
    uint8_t port;
    uint8_t switchType;
    uint16_t duration;
} BS2DeviceZoneFireSensor;
```

1. *deviceID*

2. *port*

3. *switchType*

0	

1	

4. *duration*

millisecond

BS2DeviceZone

```
typedef struct {
    uint32_t zoneID;
    uint8_t zoneType;
    uint8_t nodeType;
    uint8_t enable;
    uint8_t reserved[1];
    union {
        BS2DeviceZoneEntranceLimitMaster entranceLimitMaster;
        BS2DeviceZoneEntranceLimitMember entranceLimitMember;
        BS2DeviceZoneFireAlarmMaster fireAlarmMaster;
        BS2DeviceZoneFireAlarmMember fireAlarmMember;
    };
} BS2DeviceZone;
```

1. *zoneID*

1 가

2. *zoneType*3. *nodeType*4. *enable*

flag

5. *reserved[1]***BS2DeviceZoneAGEntranceLimit**

```
typedef struct {
    uint32_t zoneID;
    uint16_t numAGEntranceLimit;
    uint16_t reserved1;
    uint32_t periodStart_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint32_t periodEnd_s[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint16_t numEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE];
    uint16_t
maxEntry[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE][BS2_MAX_ACCESS_GROUP_ENTRANCE_LIMI
```

```
T_PER_ENTRANCE_LIMIT];
    uint32_t
accessGroupID[BS2_MAX_ENTRANCE_LIMIT_PER_ZONE][BS2_MAX_ACCESS_GROUP_ENTRANCE
_LIMIT_PER_ENTRANCE_LIMIT];
} BS2DeviceZoneAGEntranceLimit;
```

1. *zoneID*

1 가

2. *numAGEntranceLimit*

.

3. *reserved1*

.

4. *periodStart_s*

가

5. *periodEnd_s*

가

6. *numEntry*

.

7. *maxEntry*

.

8. *accessGroupID*

16

BS2LiftLockUnlockZone

```
typedef struct {
    uint32_t zoneID;
    char name[BS2_MAX_ZONE_NAME_LEN];
    uint32_t unlockScheduleID;
    uint32_t lockScheduleID;

    uint8_t numLifts;
    uint8_t numBypassGroups;
    uint8_t numUnlockGroups;
    uint8_t unused;

    uint8_t disabled;
    uint8_t alarmed;
    uint8_t reserved[6];

    BS2Action alarm[BS2_MAX_LIFT_LOCK_UNLOCK_ALARM_ACTION];

    uint8_t reserved2[32];
```

```

BS2LiftFloors lifts[BS2_MAX_LIFTS_IN_LIFT_LOCK_UNLOCK_ZONE];
uint32_t bypassGroupIDs[BS2_MAX_BYPASS_GROUPS_IN_LIFT_LOCK_UNLOCK_ZONE];
uint32_t unlockGroupIDs[BS2_MAX_UNLOCK_GROUPS_IN_LIFT_LOCK_UNLOCK_ZONE];
} BS2LiftLockUnlockZone;

```

1. zoneID

1 가

2. name

BioStar

3. unlockScheduleID

lift floor

4. lockScheduleID

lift floor

5. numLifts

lifts

6. numBypassGroups

lift

7. numUnlockGroups

lift 가

8. unused

9. disabled

flag

10. alarmed

11. reserved

12. alarm

5

13. reserved2

14. lifts

lift floor

15. bypassGroupIDs

lift 16

16. unlockGroupIDs

lift 가

16

From:

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

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