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# Configuration API

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## BS2FactoryConfig

```
typedef struct {
    uint8_t major;
```

```
    uint8_t minor;
    uint8_t ext;
    uint8_t reserved[1];
} Version;

typedef struct {
    uint32_t deviceID;
    uint8_t macAddr[BS2_MAC_ADDR_LEN];
    uint8_t reserved[2];
    char modelName[BS2_MODEL_NAME_LEN];
    Version boardVer;
    Version kernelVer;
    Version bscoreVer;
    Version firmwareVer;
    char kernelRev[BS2_KERNEL_REV_LEN];
    char bscoreRev[BS2_BSCORE_REV_LEN];
    char firmwareRev[BS2_FIRMWARE_REV_LEN];
    uint8_t reserved2[32];
} BS2FactoryConfig;
```

1. *deviceID*

2. *macAddr*

3. *reserved*

4. *modelName*

5. *boardVer*

6. *kernelVer*

7. *bscoreVer*  
BioStar core

8. *firmwareVer*

9. *kernelRev*

10. *bscoreRev*  
BioStar core

11. *firmwareRev*

12. *reserved2*

BS2SystemConfig

```
typedef struct {
    uint8_t notUsed[16 * 16 * 3];
    int32_t timezone;
    uint8_t syncTime;
    uint8_t serverSync;
    uint8_t deviceLocked;
    uint8_t useInterphone;
    uint8_t useUSBConnection;
    uint8_t keyEncrypted;
    uint8_t useJobCode;
    uint8_t useAlphanumericID;
    uint32_t cameraFrequency;
    bool secureTamper;
    bool reserved0; // (write protected)
    uint8_t reserved[2];
    uint32_t useCardOperationMask;
    uint8_t reserved2[16];
} BS2SystemConfig;
```

1. notUsed
2. timezone

(sec)
3. syncTime

BioStar

flag
4. serverSync
5. deviceLocked

( )
6. useInterphone

flag
7. useUSBConnection

member (USB 가 .)
8. keyEncrypted

OSDP secure key flag
9. useJobCode

Job code flag
10. useAlphanumericID

AlphanumericID	flag	.
----------------	------	---

11. *cameraFrequency*

camera

1	50Hz
2	60Hz

## 12. *secureTamper*

on flag .  
가 . ( , , , SSL )

13. *reserved0*

■

14. *reserved*

■

### 15. *useCardOperationMask*

[+ V2.6.4]

9

MASK 가 , 가

가, 가, 가

EM	CARD_OPERATION_USE	useCardOperationMask	0x80000001
----	--------------------	----------------------	------------

0xFFFFFFFF	CARD_OPERATION_MASK_DEFAULT
0x80000000	CARD_OPERATION_USE
0x00000200	CARD_OPERATION_MASK_BLE
0x00000100	CARD_OPERATION_MASK_NFC
0x00000080	CARD_OPERATION_MASK_SEOS
0x00000040	CARD_OPERATION_MASK_SR_SE
0x00000020	CARD_OPERATION_MASK_DESFIRE_EV1
0x00000010	CARD_OPERATION_MASK_CLASSIC_PLUS
0x00000008	CARD_OPERATION_MASK_ICCLASS
0x00000004	CARD_OPERATION_MASK_MIFARE_FELICA
0x00000002	CARD_OPERATION_MASK_HIDPROX
0x00000001	CARD_OPERATION_MASK_EM

16. *reserved2*

1

## BS2AuthConfig

```
typedef struct {
```

```
uint32_t authSchedule[BS2_NUM_OF_AUTH_MODE];
uint8_t useGlobalAPB;
uint8_t globalAPBFailAction;
uint8_t useGroupMatching;
uint8_t reserved
uint8_t reserved[28];
uint8_t usePrivateAuth;
uint8_t faceDetectionLevel;
uint8_t useServerMatching;
uint8_t useFullAccess;
uint8_t matchTimeout;
uint8_t authTimeout;
uint8_t numOperators;
uint8_t reserved2[1];
struct {
    char userID[BS2_USER_ID_SIZE];
    uint8_t level;
    uint8_t reserved[3];
} operators[BS2_MAX_OPERATORS];
} BS2AuthConfig;
```

1. authSchedule

가

가

0

0	BS2_AUTH_MODE_BIOMETRIC_ONLY	
1	BS2_AUTH_MODE_BIOMETRIC_PIN	+ PIN
2	BS2_AUTH_MODE_CARD_ONLY	
3	BS2_AUTH_MODE_CARD_BIOMETRIC	+
4	BS2_AUTH_MODE_CARD_PIN	+ PIN
5	BS2_AUTH_MODE_CARD_BIOMETRIC_OR_PIN	+ or PIN
6	BS2_AUTH_MODE_CARD_BIOMETRIC_PIN	+ + PIN
7	BS2_AUTH_MODE_ID_BIOMETRIC	ID +
8	BS2_AUTH_MODE_ID_PIN	ID + PIN

9	BS2_AUTH_MODE_ID_BIOMETRIC_OR_PIN	ID + or PIN
10	BS2_AUTH_MODE_ID_BIOMETRIC_PIN	ID + + PIN

2. *useGlobalAPB* flag .

3. *globalAPBFailAction* BioStar .

0	APB
1	Soft APB
2	Hard APB

4. *useGroupMatching* flag .

5. *reserved* .

6. *usePrivateAuth* flag .

7. *faceDetectionLevel*  
A2 ,  
Normal/Strict 가 , 가  
0 .

0	
1	Normal mode
2	Strict mode

A2 가 , FaceStation2 FaceLite .

8. *useServerMatching* Matching server flag .

9. *useFullAccess* .



10. *matchTimeout*

(sec)

.

11. *authTimeout*

(sec)

.

12. *numOperators*

operator

.

13. *reserved2*

.

14. *userID*

.

15. *level*

가

.

0	
1	
2	
3	

Operator 가 , 가 operator ***numOperators***

16. *reserved*

.

BS2StatusConfig

```
typedef struct {
    struct {
        uint8_t enabled;
        uint8_t reserved[1];
        uint16_t count;
        BS2LedSignal signal[BS2_LED_SIGNAL_NUM];
    } led[BS2_DEVICE_STATUS_NUM];
    uint8_t reserved1[32];
    struct {
        uint8_t enabled;
        uint8_t reserved[1];
        uint16_t count;
        BS2BuzzerSignal signal[BS2_BUZZER_SIGNAL_NUM];
    } buzzer[BS2_DEVICE_STATUS_NUM];
    uint8_t configSyncRequired;
    uint8_t reserved2[31];
}
```

```
} BS2StatusConfig;
```

#### 1. *enabled*

led flag .

#### 2. *reserved*

.

#### 3. *count*

led signal , 0 .

#### 4. *signal*

led signal pattern , 3 .

#### 5. *reserved1*

.

#### 6. *enabled*

buzzer flag .

#### 7. *reserved*

.

#### 8. *count*

buzzer signal , 0 .

#### 9. *signal*

buzzer signal pattern , 3 . 10. *configSyncRequired*  
configuration , true .

#### 11. *reserved2*

.

## BS2DisplayConfig

```
typedef struct {
    uint32_t language;
    uint8_t background;
    uint8_t volume;
    uint8_t bgTheme;
    uint8_t dateFormat;
    uint16_t menuTimeout;
    uint16_t msgTimeout;
    uint16_t backlightTimeout;
    uint8_t displayDateTime;
    uint8_t useVoice;
    uint8_t timeFormat;
    uint8_t homeFormation;
    BS2_B00L useUserPhrase;
    BS2_B00L queryUserPhrase;
    uint8_t shortcutHome[BS2_MAX_SHORTCUT_HOME];
```

```
uint8_t tnaIcon[16];
uint8_t useScreenSaver;
uint8_t reserved1[31];
} BS2DisplayConfig;
```

1. language

0	
1	
2	

2. background

0	LOGO
1	NOTICE
2	SLIDE
3	PDF

3. volume

0-100

0

4. bgTheme

0	
1	
2	Slide show
3	PDF

5. dateFormat

0	YYYY/MM/DD
1	MM/DD/YYYY
2	DD/MM/YYYY

6. menuTimeout

(sec)

0-255

sec

0

0	
10	10
20	20 ( )

30	30
40	40
50	50
60	60

7. *msgTimeout* (ms) . 500-5000 ms

500	500
1000	1
2000	2 ( )
3000	3
4000	4
5000	5

8. *backlightTimeout* (sec) .

0	0
10	10
20	20 ( )
30	30
40	40
50	50
60	60

9. *displayDateTime* flag .

10. *useVoice*  
voice instruction flag .

11. *timeFormat* .

0	12
1	24

, Linux BioStation 2, BioStation L2,  
BioLite Net2, FaceLite 가  
 . (0 = 24 hour / 1 = 12 hour)

12. *homeFormation*

Home

1	
2	Shortcut 1
3	Shortcut 2
4	Shortcut 3
5	Shortcut 4

13. *useUserPhrase*

14. *queryUserPhrase*

true

15. *shortcutHome*

homeFormation

16. *tnalcon*

17. *useScreenSaver*

FaceStation 2, FaceStation F2 true, 가

18. *reserved1*

BS2IpConfig

```
typedef struct {
    uint8_t connectionMode;
    uint8_t useDHCP;
    uint8_t useDNS;
    uint8_t reserved[1];
    char ipAddress[BS2_IPV4_ADDR_SIZE];
    char gateway[BS2_IPV4_ADDR_SIZE];
    char subnetMask[BS2_IPV4_ADDR_SIZE];
    char serverAddr[BS2_IPV4_ADDR_SIZE];
    uint16_t port;
    uint16_t serverPort;
    uint16_t mtuSize;
    uint8_t baseband;
    uint8_t reserved2[1];
    uint16_t sslServerPort
    uint8_t reserved3[30];
} BS2IpConfig;
```

1. *connectionMode*

BioStar direct mode(0x0) server mode(0x1) . direct mode BioStar server mode

가	BioStar	.	direct mode	.
2. <i>useDHCP</i>				
DHCP	flag	.		
3. <i>useDNS</i>				
server addresss	server URL	flag	.	
4. <i>reserved</i>	.			
5. <i>ipAddress</i>	IP	.		
6. <i>gateway</i>	IP	.		
7. <i>subnetMask</i>	.			
8. <i>serverAddr</i>				
connectionMode가	server mode	, BioStar	IP	.
9. <i>port</i>	IP	.		
10. <i>serverPort</i>				
connectionMode가	server mode	, BioStar		.
11. <i>mtuSize</i>				
TCP	MTU <sup>1)</sup>	.		
12. <i>baseband</i>				
baseband	10mb/s	100mb/s	가	.
13. <i>reserved2</i>	.			
14. <i>sslServerPort</i>				
connectionMode가	server ssl mode	, BioStar		.
15. <i>reserved3</i>	.			

BS2IpConfigExt

```
typedef struct {
    char dnsAddr[BS2_IPV4_ADDR_SIZE];
    char serverUrl[BS2_URL_SIZE];
    uint8_t reserved[32];
} BS2IpConfigExt;
```

1. *dnsAddr*  
dns .
2. *serverUrl*  
BioStar URL , 256 .
3. *reserved*  
.

**BS2TNAConfig**

```
typedef struct {
    uint8_t tnaMode;
    uint8_t tnaKey;
    uint8_t tnaRequired;
    uint8_t reserved[1];
    uint32_t tnaSchedule[BS2_MAX_TNA_KEY];
    uint8_t unused[BS2_MAX_TNA_KEY];
} BS2TNAInfo;

typedef struct {
    char tnaLabel[BS2_MAX_TNA_KEY][BS2_MAX_TNA_LABEL_LEN];
    uint8_t unused[BS2_MAX_TNA_KEY];
} BS2TNAExtInfo;

typedef struct {
    BS2TNAInfo tnaInfo;
    BS2TNAExtInfo tnaExtInfo;
    uint8_t reserved2[32];
} BS2TNAConfig;
```

1. *tnaMode*  
.

0	
1	
2	
3	가
4	

2. *tnaKey*  
 , .

Device Type	T&A Code	Mapped Key	Value
BioStation 2	BS2_TNA_UNSPECIFIED	(N/A)	0
	BS2_TNA_KEY_1	F1	1
	BS2_TNA_KEY_2	F2	2
	BS2_TNA_KEY_3	F3	3
	BS2_TNA_KEY_4	F4	4
	BS2_TNA_KEY_5	1	5
	BS2_TNA_KEY_6	2	6
	BS2_TNA_KEY_7	3	7
	BS2_TNA_KEY_8	4	8
	BS2_TNA_KEY_9	5	9
	BS2_TNA_KEY_10	6	10
	BS2_TNA_KEY_11	7	11
	BS2_TNA_KEY_12	8	12
	BS2_TNA_KEY_13	9	13
	BS2_TNA_KEY_14	Call	14
	BS2_TNA_KEY_15	0	15
	BS2_TNA_KEY_16	Esc	16

3. *tnaRequired*  
가 1flag .
4. *reserved*  
.
5. *tnaSchedule*  
가 .
6. *unused*  
.
7. *tnaLabel*  
.
8. *unused*  
.

BS2CardConfig

```
typedef struct {
    uint8_t primaryKey[6];
    uint8_t reserved1[2];
    uint8_t secondaryKey[6];
    uint8_t reserved2[2];
    uint16_t startBlockIndex;
    uint8_t reserved[6];
} BS2MifareCard;
```



```

typedef struct {
    uint8_t primaryKey[8];
    uint8_t secondaryKey[8];
    uint16_t startBlockIndex;
    uint8_t reserved[6];
} BS2IClassCard;

typedef struct {
    uint8_t primaryKey[16];
    uint8_t secondaryKey[16];
    uint8_t appID[3];
    uint8_t fileID;
    uint8_t encryptionType;
    uint8_t operationMode;
    uint8_t reserved[2];
} BS2DesFireCard;

typedef struct {
    uint8_t byteOrder;
    uint8_t useWiegandFormat;
    uint8_t dataType;
    uint8_t useSecondaryKey;
    BS2MifareCard mifare;
    BS2IClassCard iclass;
    BS2DesFireCard desfire;
    uint8_t formatID;
    uint8_t cipher;
    uint8_t reserved[24];
} BS2CardConfig;

```

#### 1. *primaryKey*

Mifare card

#### 2. *reserved1*

#### 3. *secondaryKey*

Mifare card

#### 4. *reserved2*

#### 5. *startBlockIndex*

Mifare data storage      start block index

#### 6. *reserved*

#### 7. *primaryKey*

IClass card

8. *secondaryKey*

IClass card .

9. *startBlockIndex*

Mifare data storage      start block index .

10. *reserved*

11. *primaryKey*

DesFire card .

12. *secondaryKey*

DesFire card .

13. *appID*

DESFire .

14. *fileID*

DESFire      가 .

15. *encryptionType*

0	DES/3DES
1	AES

16. *operationMode*

. (      )

0	(PICC master key      )
1	(App master key      )

17. *reserved*

18. *byteOrder*

. 0      MSB<sup>2)</sup> , 1      LSB<sup>3)</sup> .

19. *useWiegandFormat*

Wiegand      flag .

20. *dataType*

Card .

0	
1	
2	UTF16
3	BCD

21. *useSecondaryKey*

flag

.

22. *formatID*

BioStar

card configuration

가

23. *cipher*

Keypad

card id

.

0

,

Xpass 2, Xpass D2

Gangbox Keypad

.

0	
1	

24. *reserved5*

BS2FingerprintConfig

```
typedef struct {
    uint8_t      securityLevel;
    uint8_t      fastMode;
    uint8_t      sensitivity;
    uint8_t      sensorMode;
    uint16_t     templateFormat;
    uint16_t     scanTimeout;
    uint8_t      successiveScan;
    uint8_t      advancedEnrollment;
    uint8_t      showImage;
    uint8_t      lfdLevel;
    bool         checkDuplicate;

    uint8_t      reserved3[31];
} BS2FingerprintConfig;
```

1. *securityLevel*

0	
1	
2	

2. *fastMode*

0	
1	





4. *outputFormat*

[+V2.8]

0 ID가, 1 ID가

5. *osdpID*

[+V2.8] ACU

0~127 unique

6. *reserved*

[+V2.8]

7. *baudRate*

RS485

9600
19200
38400
57600
115200

8. *channelIndex*

( RS485 network

9. *useRegistance*

flag -

10. *numOfDevices*

11. *reserved*

12. *slaveDevices*

32

13. *mode*

RS485 flag

0	
1	Master
2	Slave
3	Standalone

14. *numOfChannels*

RS485

15. *reserved*

16. *intelligentInfo*

[+V2.8] Intelligent Slave , mode가 default(Standalone) .  
가 OSDP

17. *reserved1*18. *channels*

RS485 4

**BS2WiegandConfig**

```
typedef struct {
    uint32_t length;
    uint8_t idFields[BS2_WIEGAND_MAX_FIELDS][BS2_WIEGAND_FIELD_SIZE];
    uint8_t parityFields[BS2_WIEGAND_MAX_PARITIES][BS2_WIEGAND_FIELD_SIZE];
    BS2_WIEGAND_PARITY parityType[BS2_WIEGAND_MAX_PARITIES];
    uint8_t parityPos[BS2_WIEGAND_MAX_PARITIES];
} BS2WiegandFormat;

typedef struct {
    uint8_t mode;
    uint8_t useWiegandBypass;
    uint8_t useFailCode;
    uint8_t failCode;
    uint16_t outPulseWidth;
    uint16_t outPulseInterval;
    uint32_t formatID;
    BS2WiegandFormat format;
    uint16_t wiegandInputMask;
    uint16_t wiegandCardMask;
    uint8_t wiegandCSNIndex;
    uint8_t useWiegandUserID;
    uint8_t reserved[26];
} BS2WiegandConfig;
```

1. *length*

Wiegand .

2. *idFields*

4 id field 가 , field id bit  
 , Standard 26bit wiegand card data "P FFFFFFFF  
NNNNNNNNNNNNNNNNNN P" Facillity Code " 0 11111111  
0000000000000000 0 " 0x01FE0000 가 , Card Number 0x0001FFFE .

```
// for Facillity Code
idFields[][28] = 0x01;
idFields[][29] = 0xFE;
```

```
idFields[][30] = 0x00;
idFields[][31] = 0x00;

// for Card Number
idFields[1][28] = 0x00;
idFields[1][29] = 0x01;
idFields[1][30] = 0xFF;
idFields[1][31] = 0xFE;
```

3. *parityFields*  
4                                   가                                   ,                                   id Field

4. *parityType*

0	parity
1	parity
2	parity

5. *parityPos*  
Wiegand

6. *mode*  
Wiegand

0	
1	
2	

7. *useWiegandBypass*

0	
1	

8. *useFailCode*  
Fail Code

9. *failCode*  
Fail Code

0x00
0xFF

10. *outPulseWidth*  
20 ~ 100 us                   가



11. *outPulseInterval*  
200 ~ 20000 us      가      .
12. *formatID*  
Wiegand      .
13. *format*  
WiegandFormat      .
14. *wiegandInputMask*  
Master      Slave      wiegand      wiegand      mask      .
15. *wiegandCardMask*  
Master      mask      .
16. *wiegandCSNIndex*  
Mifare      EM      Wiegand out      .  
BS2CardConfig      useWiegandFormat
17. *useWiegandUserID*  
Wiegand      Card ID      ID      .
- |   |         |
|---|---------|
|   |         |
| 0 |         |
| 1 | Card ID |
| 2 | ID      |
18. *reserved*  
.

BS2WiegandDeviceConfig

```
typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t switchType;
    uint8_t reserved[1];
} BS2WiegandTamperInput;

typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t reserved[10];
} BS2WiegandLedOutput;

typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t reserved[34];
} BS2WiegandBuzzerOutput;
```

```
typedef struct {
    BS2WiegandTamperInput tamper;
    BS2WiegandLedOutput led[BS2_WIEGAND_STATUS_NUM];
    BS2WiegandBuzzerOutput buzzer;
    uint32_t reserved[32];
} BS2WiegandDeviceConfig;
```

1. *deviceID*

Wiegand card reader    tamper    .

2. *port*

Wiegand card reader    tamper    .

3. *switchType*

가 'off'    가 on    trigger    .

0	Normally Open
1	Normally Closed

4. *reserved*

.

5. *deviceID*

Wiegand card reader    led    .

6. *port*

Wiegand card reader    led    .

7. *reserved*

.

8. *deviceID*

Wiegand card reader    buzzer    .

9. *port*

Wiegand card reader    buzzer    .

10. *reserved*

.

10. *led*

Wiegand card reader    led    2    .

0	led
1	led

BS2InputConfig

```
typedef struct {
```

```

    uint16_t minValue;
    uint16_t maxValue;
} BS2SVInputRange;

typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t reserved[10];
} BS2WiegandLedOutput;

typedef struct {
    BS2SVInputRange shortInput;
    BS2SVInputRange openInput;
    BS2SVInputRange onInput;
    BS2SVInputRange offInput;
} BS2SupervisedInputConfig;

typedef struct {
    uint8_t numInputs;
    uint8_t numSupervised;
    uint16_t reserved;
    struct {
        uint8_t portIndex;
        uint8_t enabled;
        uint8_t supervised_index;
        uint8_t reserved[5];
        BS2SupervisedInputConfig config;
    } supervised_inputs[BS2_MAX_INPUT_NUM];
} BS2InputConfig;

```

1. *minValue*  
0 ~ 3300(3.3v) .
2. *maxValue*  
0 ~ 3300(3.3v) .
3. *shortInput*  
short input .
4. *openInput*  
open input .
5. *onInput*  
on input .
6. *offInput*  
off input .
7. *numInputs*  
.
8. *numSupervised*  
.

supervised .

9. *portIndex*

10. *enabled*  
supervised input flag .

11. *supervised\_index*  
supervised input .

0	1k
1	2.2k
2	4.7k
3	10k
255	

12. *reserved*

13. *config*  
supervised , supervised input  
가 .

BS2WlanConfig

```
typedef struct {
    uint8_t enabled;
    uint8_t operationMode;
    uint8_t authType;
    uint8_t encryptionType;
    char essid[BS2_WLAN_SSID_SIZE];
    char authKey[BS2_WLAN_KEY_SIZE];
    uint8_t reserved2[32];
} BS2WlanConfig;
```

1. *enabled*  
.

2. *operationMode*  
.

0	infrastructure
1	Ad-hoc

3. *authType*  
.

0	Open
1	Shared
2	WPA-PSK
3	WPA2-PSK

4. *encryptionType*

0	
1	WEP
2	TKIP/AES
3	AES
3	TKIP

5. *ssid*

6. *authKey*

7. *reserved*

**BS2Trigger**

```
typedef struct {
    uint16_t code;
    uint8_t reserved[2];
} BS2EventTrigger;

typedef struct {
    uint8_t port;
    uint8_t switchType;
    uint16_t duration;
    uint32_t scheduleID;
} BS2InputTrigger;

typedef struct {
    uint32_t type;
    uint32_t scheduleID;
} BS2ScheduleTrigger;

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

    union {
```

```
        BS2EventTrigger event;
        BS2InputTrigger input;
        BS2ScheduleTrigger schedule;
    }
} BS2Trigger;
```

1. *code*

```
trigger          event log          .
```

2. *reserved*

3. *port*

trigger

#### 4. *switchType*

가 'off'                      가 on           trigger           .

0	Normally Open
1	Normally Closed

### 5. *duration*

trigger	(ms)	, 100	.
---------	------	-------	---

## 6. *scheduleID*

trigger .

7. *type*

```

schedule trigger

```

0	schedule trigger
1	schedule trigger

8. *scheduleID*

trigger .

9. *deviceId*

trigger .

10. *type*

trigger .

0	None
1	Event trigger
2	Input trigger
3	Schedule trigger

## BS2Action

```
typedef struct {
    uint32_t signalID;
    uint16_t count;
    uint16_t onDuration;
    uint16_t offDuration;
    uint16_t delay;
} BS2Signal;

typedef struct {
    uint8_t portIndex;
    uint8_t reserved[3];
    BS2Signal signal;
} BS2OutputPortAction;

typedef struct {
    uint8_t relayIndex;
    uint8_t reserved[3];
    BS2Signal signal;
} BS2RelayAction;

typedef struct {
    uint8_t color;
    uint8_t reserved[1];
    uint16_t duration;
    uint16_t delay;
} BS2LedSignal;

typedef struct {
    uint16_t count;
    uint8_t reserved[2];
    BS2LedSignal signal[3];
} BS2LedAction;

typedef struct {
    uint8_t tone;
    uint8_t fadeout;
    uint16_t duration;
    uint16_t delay;
} BS2BuzzerSignal;

typedef struct {
    uint16_t count;
    uint8_t reserved[2];
    BS2BuzzerSignal signal[3];
} BS2BuzzerAction;

typedef struct {
    uint8_t duration;
```

```
uint8_t reserved[3];
uint32_t displayID;
uint32_t resourceID;
} BS2DisplayAction;

typedef struct {
    uint8_t count;
    uint16_t soundIndex;
    uint8_t reserved[5];
} BS2SoundAction;

typedef struct {
    uint32_t deviceID;
    uint8_t type;
    uint8_t stopFlag;
    uint16_t delay;
    union {
        BS2RelayAction relay;
        BS2OutputPortAction outputPort;
        BS2DisplayAction display;
        BS2SoundAction sound;
        BS2LedAction led;
        BS2BuzzerAction buzzer;
    };
} BS2Action;
```

1. *signalID*
2. *count*
3. *onDuration*  
on (ms) , count(2),  
onDuration(100), offDuration(100), delay(50)
4. *offDuration*  
off (ms)
5. *delay*  
(ms)

50ms	signal on(100)	signal off(100)	signal on(100)	signal off(100)
------	----------------	-----------------	----------------	-----------------

6. *portIndex*  
TTL

7. *reserved*

8. *relayIndex*  
Relay



9. reserved

10. color  
LED

0	LED Off
1	LED
2	LED
3	LED
4	LED
5	LED
6	LED
7	LED

11. reserved

12. duration  
LED (ms)

13. delay  
LED (ms)

14. count  
LED 0 -1

15. reserved

16. tone  
Buzzer ( )

0	
1	
2	
3	

17. count  
Buzzer 0 -1

18. reserved

19. duration  
Display (ms)

20. reserved  
Display (ms)

21. *displayID*

22. *resourceID*

23. *count*  
Sound

24. *soundIndex*  
Sound resource

0	Welcome sound
1	Auth success sound
2	Auth fail sound

25. *deviceID*  
Action

26. *type*  
Action

**[DoorModule-20, CoreStation-40]**  
Action type relay TTL(Output) , action 가  
DM20, CS40 , action type relay action (6)  
(TTL 가)

**[DM20]**

- Action type : Relay
- relay.relayIndex : 0 ~ 3 (RELAY 0 ~ 3)
- relay.relayIndex : 4 ~ 9 (OUTPUT 0 ~ 5)

**[CS40]**

- Action type : Relay
- relay.relayIndex : 0 ~ 3 (RELAY 0 ~ 3)
- relay.relayIndex : 4 ~ 11 (OUTPUT 0 ~ 7)

0	None
1	Lock device
2	Unlock device
3	Reboot device
4	Release alarm
5	General input
6	Relay action

7	TTL action
8	Sound action
9	Display action
10	Buzzer action
11	Led action
12	Fire alarm input
13	Auth Success(Access granted)
14	Auth Fail(Access denied)
15	Lift action

27. stopFlag

Action

1 door sensor 가 action

2 action API id 가 ,

가 action

stopFlag 2 action

0	
1	
2	(V2.6.0 가)

28. delay

Action (ms)

BS2TriggerActionConfig

```
typedef struct {
    uint8_t numItems;
    uint8_t reserved[3];
    BS2TriggerAction items[BS2_MAX_TRIGGER_ACTION];
    uint8_t reserved2[32];
} BS2TriggerActionConfig;
```

1. numItems  
trigger action
2. reserved
3. items  
trigger action 128
4. reserved2

## BS2EventConfig

```
typedef struct {
    uint32_t numImageEventFilter;
    struct {
        uint8_t mainEventCode;
        uint8_t reserved[3];
        uint32_t scheduleID;
    } imageEventFilter[BS2_EVENT_MAX_IMAGE_CODE_COUNT];
    uint8_t reserved[32];
} BS2EventConfig;
```

1. *numImageEventFilter*

image log filter .

2. *mainEventCode*

image log log main code .

3. *reserved*

.

4. *scheduleID*

image log .

5. *reserved*

.

## BS2WiegandMultiConfig

```
typedef struct {
    uint32_t formatID;
    BS2WiegandFormat format;
    uint8_t reserved[32];
} BS2WiegandInConfig;

typedef struct {
    BS2WiegandInConfig formats[MAX_WIEGAND_IN_COUNT];
    uint8_t reserved[32];
} BS2WiegandMultiConfig;
```

1. *formatID*

WiegandFormat Index .

2. *format*

WiegandFormat .

3. *reserved*

.

4. *formats*

WiegandInConfig 15 가 .

5. *reserved*

## BS1CardConfig

```
typedef struct {
    enum {
        MIFARE_KEY_SIZE = 6,
        MIFARE_MAX_TEMPLATE = 4,

        VALID_MAGIC_NO = 0x1f1f1f1f,
    };

    // Options
    uint32_t    magicNo;
    uint32_t    disabled;
    uint32_t    useCSNOnly;          // default 0
    uint32_t    bioentryCompatible; // default 0

    // Keys
    uint32_t    useSecondaryKey;
    uint32_t    reserved1;
    uint8_t     primaryKey[MIFARE_KEY_SIZE];
    uint8_t     reserved2[2];
    uint8_t     secondaryKey[MIFARE_KEY_SIZE];
    uint8_t     reserved3[2];

    // Layout
    uint32_t    cisIndex;
    uint32_t    numOfTemplate;
    uint32_t    templateSize;
    uint32_t    templateStartBlock[MIFARE_MAX_TEMPLATE];

    uint32_t    reserve4[15];
} BS1CardConfig;
```

1. *magicNo*

2. *disabled*

flag .

3. *useCSNOnly*  
CSN .

4. *bioentryCompatible*  
bioentry .

5. *useSecondaryKey*

.

6. *reserved1*

.

7. *primaryKey*

.

8. *reserved2*

.

9. *secondaryKey*

.

10. *reserved3*

.

11. *cisIndex*

cis

.

12. *numOfTemplate*

.

13. *templateSize*

.

14. *templateStartBlock*

data storage

start block index

.

15. *reserved4*

.

## BS2SystemConfigExt

```
typedef struct {
    uint8_t primarySecureKey[SEC_KEY_SIZE];
    uint8_t secondarySecureKey[SEC_KEY_SIZE];

    uint8_t reserved3[32];
} BS2SystemConfigExt;
```

1. *primarySecureKey*

Master-Slave

.

2. *secondarySecureKey*

cMaster-Slave

.

3. *reserved3*

.

BS2VoipConfig

```
typedef struct {
    BS2_URL          serverUrl;          ///  
    BS2_PORT        serverPort;         ///  
    BS2_USER_ID     userID;             ///  
    BS2_USER_ID     userPW;            ///  
  
    uint8_t         exitButton;         ///  
    uint8_t         dtmfMode;          ///  
    BS2_B00L        bUse;              ///  
    uint8_t         reseverd[1];       ///  
  
    uint32_t         numPhonBook;  
    BS2UserPhoneItem phonebook[BS2_VOIP_MAX_PHONEBOOK]; ///  
  
    uint8_t         reserved2[32];     ///  
} BS2VoipConfig;
```

1. serverUrl
- BioStar                      URL        ,        256
2. serverPort
- connectionMode가 server mode                      , BioStar                      .
3. userID
- .
4. userPW
- .
5. exitButton
- . (\*, #, 0~9)
- |        |       |
|--------|-------|
|        |       |
| 0      | *     |
| 1      | #     |
| 2 ~ 11 | 0 ~ 9 |
6. dtmfMode
- .
7. bUse
- .
8. reseverd
- .
9. numPhonBook
- .

10. *phonebook*

32

8. *reserved2*

**BS2FaceConfig**

```
typedef struct {
    uint8_t      securityLevel;
    uint8_t      lightCondition;
    uint8_t      enrollThreshold;
    uint8_t      detectSensitivity;

    uint16_t     enrollTimeout;
    uint8_t      lfdLevel;
    bool         quickEnrollment;

    uint8_t      previewOption;
    bool         checkDuplicate;
    uint8_t      operationMode;
    uint8_t      maxRotation;

    struct {
        uint16_t  min;
        uint16_t  max;
    } faceWidth;

    struct {
        uint16_t  x;
        uint16_t  width;
    } searchRange;

    uint8_t      reserved2[18];
} BS2FaceConfig;
```

1. *securityLevel*

0	
1	
2	

2. *lightCondition*

0	



1	
2	
3	[+V2.8] (FaceStation F2)

3. enrollThreshold

0	THRESHOLD_0 ( )
1	THRESHOLD_1
2	THRESHOLD_2
3	THRESHOLD_3
4	THRESHOLD_4 ( )
5	THRESHOLD_5
6	THRESHOLD_6
7	THRESHOLD_7
8	THRESHOLD_8
9	THRESHOLD_9 ( )

4. detectSensitivity

0	
1	
2	
3	

5. enrollTimeout

FaceStation2, FaceLite :

60

.

BS2_FACE_ENROLL_TIMEOUT_MIN	30
BS2_FACE_ENROLL_TIMEOUT_MAX	60
BS2_FACE_ENROLL_TIMEOUT_DEFAULT	BS2_FACE_ENROLL_TIMEOUT_MAX

FaceStation F2 : [+ V2.7.1]

20

.

BS2_FACE_EX_ENROLL_TIMEOUT_MIN	10
BS2_FACE_EX_ENROLL_TIMEOUT_MAX	20
BS2_FACE_EX_ENROLL_TIMEOUT_DEFAULT	BS2_FACE_EX_ENROLL_TIMEOUT_MAX

6. lfdLevel

[+ V2.6.3]

FaceStation2, FaceLite :

0

.

FaceStation F2 : [+ V2.7.1]

1

.

0	

1	
2	
3	

7. quickEnrollment  
[+ V2.6.3]  
true가 1, false3  
false

8. previewOption  
[+ V2.6.3] IR가, preview  
FaceLite

0	Preview
1	preview, 1/2
2	preview

9. checkDuplicate  
[+ V2.6.4] true

10. operationMode  
[+ V2.7.1] FaceStation F2, Fusion

0	Fusion	Visual matching + IR matching	
1	Visual	Visual matching	
2	Visual + IR	Visual matching, IR	

11. maxRotation  
[+ V2.7.1] FaceStation F2  
FSF2( )가  
maxRotation, 15

12. faceWidth  
[+ V2.7.1] FaceStation F2, ,

min	66
max	250

13. searchRange  
[+ V2.7.1] FaceStation F2, x (가) x

x

x	144
width	432

14. reserved2

BS2Rs485ConfigEX

```
typedef struct {
    uint32_t baudRate;
    uint8_t channelIndex;
    uint8_t useRegistance;
    uint8_t numOfDevices;
    uint8_t reserved[1];
    BS2Rs485SlaveDeviceEX slaveDevices[BS2_RS485_MAX_SLAVES_PER_CHANNEL];
} BS2Rs485ChannelEX;

typedef struct {
    uint8_t mode[BS2_RS485_MAX_CHANNELS_EX];
    uint8_t numOfChannels;
    uint8_t reserved[2];
    uint8_t reserved1[32];
    BS2Rs485ChannelEX channels[BS2_RS485_MAX_CHANNELS];
} BS2Rs485ConfigEX;
```

1. baudRate  
RS485

9600
19200
38400
57600
115200

2. channelIndex  
RS485 network

3. useRegistance  
flag

4. numOfDevices

5. slaveDevices

6. *mode*

## RS485

flag

0	
1	Master
2	Slave
3	Standalone

### 7. *numOfChannels*

## RS485

8. *reserved*

9. *reserved1*

## 10. channels

## RS485

8

## BS2CardConfigEx

```
typedef struct {
    uint8_t oid_ADF[13]; // //
    // {0x2A, 0x85, 0x70, 0x81, 0x1E, 0x10, 0x00, 0x07, 0x00, 0x00, 0x02, 0x00, 0x00}
    uint8_t size_ADF; //
    uint8_t reserved1[2]; ///
    uint8_t oid_DataObjectID[8];
    uint16_t size_DataObject[8];
    uint8_t primaryKeyAuth[16]; //
    uint8_t secondaryKeyAuth[16]; /// //
    uint8_t reserved2[24];
} BS2SeosCard;

typedef struct {
    BS2SeosCard seos;
    uint8_t reserved[24];
} BS2CardConfigEx;
```

### 1. *oid* ADF

ADF

$$\cdot \left( \cdot \right)$$

## 2. size ADF

ADF size

3. *reserved1*

#### 4. *oid* *DataObjectID*

DataObjectID

5. *size\_DataObject*

DataObject size

6. *primaryKeyAuth*

Seoscard

7. *secondaryKeyAuth*

Seoscard

8. *reserved2*9. *seos*

BS2SeosCard

10. *reserved***BS2DstConfig**

```

enum {
    BS2_MAX_DST_SCHEDULE = 2,
};

typedef struct {
    uint16_t year;           // year, 0 means every year.
    uint8_t month;           // [0, 11] : months since January
    int8_t ordinal;          // [0, -1] : first, second, ..., last
    uint8_t weekDay;         // [0, 6] : days since Sunday
    uint8_t hour;            // [0, 23]
    uint8_t minute;          // [0, 59]
    uint8_t second;          // [0, 59]
} BS2WeekTime;

typedef struct {
    BS2WeekTime startTime;
    BS2WeekTime endTime;
    int32_t timeOffset;      // in seconds
    uint8_t reserved[4];
} BS2DstSchedule;

typedef struct {
    uint8_t numSchedules;
    uint8_t reserved[31];

    BS2DstSchedule schedules[BS2_MAX_DST_SCHEDULE];
} BS2DstConfig;

```

1. *year*

, 0

2. month  
                  , 0       11 [1   -12   ]               가       .
3. ordinal  
0                               ,                               .
4. weekDay  
                  , 0                               , 1                               .
5. hour  
24                               .
6. minute  
                  .
7. second  
                  .
8. startTime  
                  .
9. endTime  
                  .
10. timeOffset  
DST                               .  
                  1                               , 3600                               .
11. reserved  
                  .
12. numSchedules  
DST schedule                               .
13. schedules  
DST schedule                               2                               .

**BS2Configs**

```
typedef struct {  
    uint32_t configMask;  
    BS2FactoryConfig factoryConfig;  
    BS2SystemConfig systemConfig;  
    BS2AuthConfig authConfig;  
    BS2StatusConfig statusConfig;  
    BS2DisplayConfig displayConfig;  
    BS2IpConfig ipConfig;  
    BS2IpConfigExt ipConfigExt;  
    BS2TNAConfig tnaConfig;  
    BS2CardConfig cardConfig;  
    BS2FingerprintConfig fingerprintConfig;  
    BS2Rs485Config rs485Config;
```

```
BS2WiegandConfig wiegandConfig;
BS2WiegandDeviceConfig wiegandDeviceConfig;
BS2InputConfig inputConfig;
BS2WlanConfig wlanConfig;
BS2TriggerActionConfig triggerActionConfig;
BS2EventConfig eventConfig;
BS2WiegandMultiConfig wiegandMultiConfig;
BS1CardConfig card1xConfig;
BS2SystemConfigExt systemExtConfig;
BS2VoipConfig voipConfig;
BS2FaceConfig faceConfig;
} BS2Configs;
```

1. *configMask*  
configuration 가 mask .

0x0000	None
0x0001	Factory configuration
0x0002	System configuration
0x0004	TCP/IP configuration
0x0008	RS485 configuration
0x0010	Wireless LAN configuration
0x0020	Authentication configuration
0x0040	Card configuration
0x0080	Fingerprint configuration
0x0100	Face configuration
0x0200	Trigger Action configuration
0x0400	Display configuration
0x0800	Sound configuration
0x1000	Status Signal(LED, Buzzer) configuration
0x2000	Wiegand configuration
0x4000	USB configuration
0x8000	Time and Attendance configuration
0x10000	Videophone configuration
0x20000	Interphone configuration
0x40000	Voice over IP configuration
0x80000	Input(Supervised input) configuration
0x100000	Wiegand IO Device configuration
0x200000	Time and Attendance configuration
0x400000	DNS and Server url configuration
0x800000	Event configuration
0x1000000	1x Card configuration
0x2000000	Multi-Wiegand configuration
0x4000000	Extended System configuration
0x8000000	Daylight Saving configuration (Deprecated)





7. <i>dnsAddrV6</i>			
DNS V6	.		
8. <i>serverIpAddressV6</i>			
connectionMode가 server mode	, BioStar	IP V6	.
9. <i>serverPortV6</i>			
connectionMode가 server mode	, BioStar		.
10. <i>sslServerPortV6</i>			
connectionMode가 server mode	, ssl		.
11. <i>portV6</i>			
IP V6	.		
12. <i>numOfAllocatedAddressV6</i>			
IP V6	.		
13. <i>numOfAllocatedGatewayV6</i>			
IP V6	.		
14. <i>reserved</i>	.		
15. <i>allocatedIpAddressV6</i>			
IP V6	. numOfAllocatedAddressV6		
16. <i>allocatedGatewayV6</i>			
IP V6	. numOfAllocatedGatewayV6		

BS2DesFireCardConfigEx

```
typedef struct {
    uint8_t appMasterKey[16];
    uint8_t fileReadKey[16];
    uint8_t fileWriteKey[16];
    uint8_t fileReadKeyNumber;
    uint8_t fileWriteKeyNumber;
    uint8_t reserved[2];
} BS2DesFireAppLevelKey;                                     ///< 52 bytes

typedef struct {
    BS2DesFireAppLevelKey desfireAppKey;                    ///< 52 bytes
    uint8_t reserved[16];
} BS2DesFireCardConfigEx;                                   ///< 68 bytes
```

1. <i>appMasterKey</i>			
DesFire application master key	.		

2. *fileReadKey*

key .

3. *fileWriteKey*

key .

4. *fileReadKeyNumber*

key key index .

5. *fileWriteKeyNumber*

key key index .

6. *reserved*

.

7. *desfireAppKey*

DesFire .

8. *reserved*

.

**BS2AuthConfigExt**

```

typedef struct {
    uint32_t extAuthSchedule[BS2_MAX_NUM_OF_EXT_AUTH_MODE];
    uint8_t useGlobalAPB;
    uint8_t globalAPBFailAction;
    uint8_t useGroupMatching;
    uint8_t reserved;

    uint8_t reserved2[4];

    uint8_t usePrivateAuth;
    uint8_t faceDetectionLevel;
    uint8_t useServerMatching;
    uint8_t useFullAccess;

    uint8_t matchTimeout;
    uint8_t authTimeout;
    uint8_t numOperators;
    uint8_t reserved3[1];

    struct {
        char userID[BS2_USER_ID_SIZE];
        uint8_t level;
        uint8_t reserved[3];
    } operators[BS2_MAX_OPERATORS];

    uint8_t reserved4[256];
} BS2AuthConfigExt;

```

1. extAuthSchedule

가  
가 ,  
0

11	BS2_EXT_AUTH_MODE_FACE_ONLY	
12	BS2_EXT_AUTH_MODE_FACE_FINGERPRINT	+
13	BS2_EXT_AUTH_MODE_FACE_PIN	+ PIN
14	BS2_EXT_AUTH_MODE_FACE_FINGERPRINT_OR_PIN	+ /PIN
15	BS2_EXT_AUTH_MODE_FACE_FINGERPRINT_PIN	+ + PIN
16	BS2_EXT_AUTH_MODE_FINGERPRINT_ONLY	
17	BS2_EXT_AUTH_MODE_FINGERPRINT_FACE	+
18	BS2_EXT_AUTH_MODE_FINGERPRINT_PIN	+ PIN
19	BS2_EXT_AUTH_MODE_FINGERPRINT_FACE_OR_PIN	+ /PIN
20	BS2_EXT_AUTH_MODE_FINGERPRINT_FACE_PIN	+ + PIN
21	BS2_EXT_AUTH_MODE_CARD_ONLY	
22	BS2_EXT_AUTH_MODE_CARD_FACE	+
23	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT	+
24	BS2_EXT_AUTH_MODE_CARD_PIN	+ PIN
25	BS2_EXT_AUTH_MODE_CARD_FACE_OR_FINGERPRINT	+ /
26	BS2_EXT_AUTH_MODE_CARD_FACE_OR_PIN	+ /PIN
27	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_OR_PIN	+ /PIN
28	BS2_EXT_AUTH_MODE_CARD_FACE_OR_FINGERPRINT_OR_PIN	+ /PIN /
29	BS2_EXT_AUTH_MODE_CARD_FACE_FINGERPRINT	+ +
30	BS2_EXT_AUTH_MODE_CARD_FACE_PIN	+ + PIN
31	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_FACE	+ +
32	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_PIN	+ + PIN
33	BS2_EXT_AUTH_MODE_CARD_FACE_OR_FINGERPRINT_PIN	+ + PIN /
34	BS2_EXT_AUTH_MODE_CARD_FACE_FINGERPRINT_OR_PIN	+ + /PIN
35	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_FACE_OR_PIN	+ + /PIN
36	BS2_EXT_AUTH_MODE_ID_FACE	ID +
37	BS2_EXT_AUTH_MODE_ID_FINGERPRINT	ID +
38	BS2_EXT_AUTH_MODE_ID_PIN	ID + PIN
39	BS2_EXT_AUTH_MODE_ID_FACE_OR_FINGERPRINT	ID + /
40	BS2_EXT_AUTH_MODE_ID_FACE_OR_PIN	ID + /PIN
41	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_OR_PIN	ID + /PIN

42	BS2_EXT_AUTH_MODE_ID_FACE_OR_FINGERPRINT_OR_PIN	ID + / /PIN
43	BS2_EXT_AUTH_MODE_ID_FACE_FINGERPRINT	ID + +
44	BS2_EXT_AUTH_MODE_ID_FACE_PIN	ID + + PIN
45	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_FACE	ID + +
46	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_PIN	ID + + PIN
47	BS2_EXT_AUTH_MODE_ID_FACE_OR_FINGERPRINT_PIN	ID + / + PIN
48	BS2_EXT_AUTH_MODE_ID_FACE_FINGERPRINT_OR_PIN	ID + + /PIN
49	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_FACE_OR_PIN	ID + + /PIN

2. *useGlobalAPB*

flag .

3. *globalAPBFailAction*

BioStar .

0	APB
1	Soft APB
2	Hard APB

4. *useGroupMatching*

flag .

5. *reserved*

.

6. *reserved2*

.

7. *usePrivateAuth*

flag .

8. *faceDetectionLevel*

A2 ,

Normal/Strict 가 , 가

0 .

0	
1	Normal mode
2	Strict mode

A2가 , FaceStation2 FaceLite .

9. *useServerMatching* Matching server flag .

10. *useFullAccess* .

11. *matchTimeout* (sec) .

12. *authTimeout* (sec) .

13. *numOperators* operator .

14. *reserved3* .

15. *userID* .

16. *level* 가 .

0	
1	
2	
3	

Operator 가 , 가 operator **numOperators** .

17. *reserved* .

18. *reserved4* .

BS2FaceConfigExt

```
typedef struct {
    uint8_t thermalCheckMode;
```

```
uint8_t maskCheckMode;
uint8_t reserved[2];

uint8_t thermalFormat;
uint8_t reserved2;

uint16_t thermalThresholdLow;
uint16_t thermalThresholdHigh;
uint8_t maskDetectionLevel;
uint8_t auditTemperature;

uint8_t useRejectSound;
uint8_t useOverlapThermal;
uint8_t useDynamicROI;
uint8_t faceCheckOrder;
} BS2FaceConfigExt;
```

1. thermalCheckMode

HARD , thermalThreshold ,  
SOFT , thermalThreshold ,

thermalCheckMode가 (0) ,  
thermalFormat, thermalThreshold, auditTemperature, useOverlapThermal  
useRejectSound sound , faceCheckOrder

0		
1	(HARD)	
2	(SOFT)	

2. maskCheckMode

FaceStation F2  
FaceStation 2

HARD , maskDetectionLevel ,  
SOFT , maskDetectionLevel ,

maskCheckMode가 (0) ,  
maskDetectionLevel  
useRejectSound sound , faceCheckOrder 가

0		
1	(HARD)	
2	(SOFT)	

3. reserved

4. thermalFormat

,

.

0		
1		

5. reserved2

6. thermalThresholdLow

: FaceStation F2 V1.0.2, FaceStation 2 V1.5.0

, 100

가, 100 (1<sup>º</sup>) 4500 (45<sup>º</sup>)  
3200 (32<sup>º</sup>) , 3200 (32<sup>º</sup>)  
thermalThresholdHigh

7. thermalThresholdHigh

, 100

가, 100 (1<sup>º</sup>) 4500 (45<sup>º</sup>)  
3800(38<sup>º</sup>) , 3800 (38<sup>º</sup>)  
thermalThresholdLow

8. maskDetectionLevel

FaceStation F2

FaceStation 2

0		
1		
2		
3		

9. auditTemperature

10. useRejectSound

thermalThreshold maskDetectionLevel

11. useOverlapThermal

12. useDynamicROI

true

13. faceCheckOrder

ID , PIN

0		
1		
2		

BS2ThermalCameraConfig

```
typedef struct {
    uint8_t distance;
    uint8_t emissionRate;

    struct {
        uint16_t x;
        uint16_t y;
        uint16_t width;
        uint16_t height;
    } roi;

    uint8_t useBodyCompensation;
    int8_t compensationTemperature;
} BS2ThermalCameraConfig;
```

1. distance
- .cm100.
2. emissionRate
- 가
- [95/97/98].가98.
3. roi
- ROI(Region of interest)
- (x, y) , (width, height)
4. useBodyCompensation
- .
5. compensationTemperature
- ,
- 가,
- 10 , -50 50
- .

BS2BarcodeConfig

```
typedef struct {
    uint8_t useBarcode;
    uint8_t scanTimeout;
```



```
uint8_t bypassData;
uint8_t treatAsCSN;

uint8_t reserved[12];
} BS2BarcodeConfig;
```

1. useBarcode
- Barcode flag .
2. scanTimeout
- Barcode scan  
4 , 4~10 가 .
3. bypassData
- [+2.8.2] barcode ,  
barcode ,  
32 byte (BS2CSNCard data ) ,  
BS2\_SetBarcodeScanListener , 512 byte barcode .
4. treatAsCSN
- [+2.8.2] Barcode CSN .  
XS2-QR 1.1.3 , false ,  
barcode ASCII code 32 126 .  
(BS2\_WriteQRCode )  
true , barcode CSN .  
, , 가 barcode  
 , card type , CSN barcode .
5. reserved
- .

BS2InputConfigEx

```
typedef struct {
    uint8_t numInputs;
    uint8_t numSupervised;
    uint8_t reserved[18];

    struct {
        uint8_t portIndex;
        uint8_t switchType;
        uint16_t duration;

        uint8_t reserved;
        uint8_t supervisedResistor;
        uint8_t reserved1[16];

        uint8_t reserved2[26];
    };
};
```

```
    } inputs[BS2_MAX_INPUT_NUM_EX];

    uint8_t    reserved2[200];
} BS2InputConfigEx;
```

1. *numInputs*  
Input .
2. *numSupervised*  
supervised input .
3. *reserved*  
 .

4. *portIndex*  
Input .

5. *switchType*  
Input .

0	Normally Open
1	Normally Closed

6. *duration*  
Input (ms) .

7. *reserved*  
 .

8. *supervisedResistor*  
Supervised input , (unsupervised) .

0	1K
1	2.2K
2	4.7K
3	10K
254	Unsupervised( )

9. *reserved1*  
 .

10. *reserved2*  
 .

11. *reserved2*  
 .

BS2RelayActionConfig

```
typedef struct {
    uint32_t      deviceID;          ///< 4 bytes
    uint8_t       reserved[16];      ///< 16 bytes

    struct {
        uint8_t    port;             ///< 1 byte (relay port)
        uint8_t    reserved0;        ///< 1 byte
        uint8_t    disconnEnabled;   ///< 1 byte (RS485
disconnection)
        uint8_t    reserved[9];      ///< 9 bytes

        struct {
            uint8_t port;            ///< 1 byte (input port)
            uint8_t type;            ///< 1 byte (linkage/latching/release)
            uint8_t mask;            ///< 1 byte (alarm/fault)
            uint8_t reserved[9];     ///< 9 bytes
        } input[BS2_MAX_RELAY_ACTION_INPUT]; ///< 192 bytes
    } relay[BS2_MAX_RELAY_ACTION];      ///< 816 bytes

    uint8_t       reserved2[152];    ///< 152 bytes
} BS2RelayActionConfig;
```

1. deviceID
2. reserved
3. relay  
Relay
4. port  
Relay port
5. reserved0
6. disconnEnabled  
true, RS485
7. reserved
8. input  
relay port가 input port
9. port  
Input port
10. type

input

Linkage

mask

input

alarm

가

.

type		
NONE	0	
LINKAGE	1	input relay
LATCHING	2	
RELEASE	3	

11. mask

Input

mask

.

type		
NONE	0	
ALARM	1	
FAULT	2	/

12. reserved

.

13. reserved2

.

- 1)
- , Maximum Transmission Unit
- 2)
- , Most Significant Bit
- 3)
- , Least Significant Bit

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