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Version 2.6.3

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Version 2.6.3

Date

2019-05-13

New Features

- Supports device XPass D2 Keypad
- Supports IPv6
- Gets configured server port
- Supports setting packet response time out
- User enrollment API BS2_EnrollUser and BS2_EnrollUserEx have been added
- API BS2UserSmallBlob/BS2UserSmallBlobEx for efficient use of memory in regards to large capacity of BS2UserBlob/BS2UserBlobEx (pointer processing of User Photo area)
- Supports more than 1000 admin users

1. Device XPass D2 Keypad is supported.

2. IPv6 connection is supported.

When initialize SDK, IPv6 is disabled as default.

- Structure [BS2IPv6Config](#) has been added
- Structure [BS2IPv6DeviceInfo](#) has been added
- API [BS2_SetDebugExCallback](#) has been added
- API [BS2_GetIPConfigViaUDPEx](#) has been added
- API [BS2_SetIPConfigViaUDPEx](#) has been added
- API [BS2_GetIPv6Config](#) has been added
- API [BS2_SetIPv6Config](#) has been added
- API [BS2_GetIPv6ConfigViaUDP](#) has been added
- API [BS2_SetIPv6ConfigViaUDP](#) has been added
- API [BS2_GetIPv6ConfigViaUDPEx](#) has been added
- API [BS2_SetIPv6ConfigViaUDPEx](#) has been added
- API [BS2_GetEnableIPv4](#): has been added
- API [BS2_SetEnableIPv4](#): has been added
- API [BS2_GetEnableIPv6](#): has been added
- API [BS2_SetEnableIPv6](#): has been added
- API [BS2_SetServerPortIPv6](#): has been added
- API [BS2_GetServerPortIPv6](#): has been added
- API [BS2_SetSSLServerPortIPv6](#): has been added
- API [BS2_GetSSLServerPortIPv6](#): has been added
- API [BS2_GetSpecifiedDeviceInfo](#): has been added
- API [BS2_SearchDevicesCoreStationEx](#): has been added

3. The APIs getting server port have been added.

- API [BS2_GetServerPort](#) has been added
- API [BS2_GetSSLServerPort](#) has been added

4. You can set packet response timeout with device.

- API [BS2_SetDefaultResponseTimeout](#) has been added
- API [BS2_GetDefaultResponseTimeout](#) has been added

5. BS2_EnrollUser and BS2_EnrollUserEx for user enrollment API have been added.

It is the exactly same as the existing BS2_EnrolUser and BS2_EnrolUserEx APIs but only changed to correct spelling.

- API [BS2_EnrollUser](#) has been added
- API [BS2_EnrollUserEx](#) has been added

6.

Member [BS2UserPhoto](#) of user structures [BS2UserBlob](#) and [BS2UserBlobEx](#) is designed to have fixed memory.

Even if you do not use the photo, it uses fixed-size of memory.

It wouldn't be a problem if there are few users to transfer and receive. However, if there are many users, then allocated memory is getting bigger as well.

In 2.6.3, we added API that can use memory more efficiently through pointer processing of BS2UserPhoto.

- Structure [BS2UserSmallBlob](#) has been added
- Structure [BS2UserSmallBlobEx](#) has been added
- API [BS2_EnrollUserSmall](#) has been added
- API [BS2_EnrollUserSmallEx](#) has been added
- API [BS2_GetUserSmallInfos](#) has been added
- API [BS2_GetUserSmallDatas](#) has been added
- API [BS2_GetUserSmallInfosEx](#) has been added
- API [BS2_GetUserSmallDatasEx](#) has been added
- API [BS2_VerifyUserSmall](#) has been added
- API [BS2_IdentifyUserSmall](#) has been added
- API [BS2_VerifyUserSmallEx](#) has been added
- API [BS2_IdentifyUserSmallEx](#) has been added
- API [BS2_GetUserSmallInfosFromDir](#) has been added
- API [BS2_GetUserSmallDatasFromDir](#) has been added
- API [BS2_GetUserSmallInfosExFromDir](#) has been added
- API [BS2_GetUserSmallDatasExFromDir](#) has been added

7.

You can add device administrators up to 1000.

Still, you can only add maximum 10 administrators if you use the existing structure [BS2AuthConfig](#)

In 2.6.3, you can add administrators up to 1000 with the new structure with the new API.

Caution

The existing BS2AuthConfig and administrators are valid until you call the new API. However, if at any one time you call the newly added API below, the existing BS2AuthConfig setting will be ignored so you need to use only the new API and structure.

If you want to use the new API with the new structure, please move the administrator list managed by existing BS2AuthConfig securely to the new structure [BS2AuthOperatorLevel](#) where can manage 1000 administrators.

- Structure [BS2AuthOperatorLevel](#) has been added
- API [BS2_GetAuthOperatorLevelEx](#) has been added
- API [BS2_GetAllAuthOperatorLevelEx](#) has been added
- API [BS2_SetAuthOperatorLevelEx](#) has been added
- API [BS2_RemoveAuthOperatorLevelEx](#) has been added
- API [BS2_RemoveAllAuthOperatorLevelEx](#) has been added

Modified features

1. In the past, when upgrading the firmware file, the code sign check was performed by the device. In 2.6.3 it has been modified to perform in the SDK so that SDK can return an error to improper firmware file.

- Refer to API [BS2_UpgradeFirmware](#)

2. Fixed an issue where all communication could not work intermittently if the socket was disconnected immediately.

3. Fixed an issue where multiple devices could not connect to each other intermittently when attempting SSL connection at the same time.

4. Fixed an intermittent crash when searching for devices.

- Refer to API [BS2_SearchDevicesEx](#)

5. Fixed an issue where intermittent hangs may occur in the memory return stage for terminating the SDK library or for reallocating resources in the library.

- Refer to API [BS2_ReleaseContext](#)
- Refer to API [BS2_SetMaxThreadCount](#)

6. Fixed an issue where iClass SEOS card device returns wrong error(BS_SDK_ERROR_NOT_SUPPORTED) when getting card config.

- Refer to API [BS2_GetCardConfigEx](#)

7. Fixed an issue where devices that use different SSL certificate files will not connect intermittently when attempting SSL connection at the same time.

8. Fixed an issue with incorrect floor level in Lift control.

- Refer to API [BS2_GetFloorLevel](#)

9. Fixed the restriction that the fingerprint template was fixed to 384 bytes when using server matching.

10. Fixed a problem that some fingerprint related APIs did not work in slave device.

- Refer to API [BS2_ScanFingerprint](#)
- Refer to API [BS2_VerifyFingerprint](#)

11. The supported and unsupported settings for each device may vary. However, in some cases, timeout error occurs in a setting that is not supported. This has been modified to return BS_SDK_ERROR_NOT_SUPPORTED.

- Refer to API [BS2_GetConfig](#)

12. Fixed the problem that the call result is not returned normally after calling access schedule setting.

- Refer to API [BS2_SetAccessSchedule](#)

13. When the device is connected in server mode, the processing is modified from synchronous to asynchronous.

14. Fixed to clean up sockets that failed to open when initialize SDK.

15. Modified to clear SSL resources at the end of SSL connection.

16. Improved performance when sending and receiving packets in socket.
(If an error occurs, retries every 5ms. After retry 10 times or error 100ms or longer, it proessed as disconnected)

17. 이벤트 처리 thread 생성 함수의 인자의 의미를 조정하였습니다.

[BS2_SetMaxThreadCount](#) (2.6.3 이전):

인자 값이 이벤트 처리 thread의 수만을 의미하지 않았습니다.

실제로는 timer(2), server matching(1), notification(1), TCP/UDP 처리 각(1)

총 6개의 예약 thread를 포함한 이벤트 처리 thread수를 지정해야했습니다.

인자로 지정되는 thread의 최소값은 8이었습니다.

실제 인자 값 8을 설정하면 내부적으로 예약 thread 총 6개를 뺀 실제 이벤트 처리 thread 수 2개를 설정하였습니다.

[BS2_SetMaxThreadCount](#) (2.6.3 이후):

인자로 지정하는 thread수가 이벤트 처리용 thread 수를 의미합니다. 따라서 최소값은 2입니다.

함수	초기값(이전)	최소값(이전)	초기값(이후)	최소값(이후)
BS2_SetMaxThreadCount	MAX(NumberOfCpuCores*5, 15)	8	MAX(NumberOfCpuCores*5, 15)	2
BS2_SetMaxConnectThreadCount	8	1	8	1

18. 동일한 IP의 장치인 경우 복수 연결을 허용하지 않았으나, 동일 IP라도 다른 port인 경우 연결을 허용하도록 수정되었습니다.

19. [C#예제] BS2Door의 멤버 alarmFlags를 unconditionalLock으로 수정되었습니다.

20. [C#예제] BS2SoundAction 크기 변경 및 delay 멤버가 추가되었습니다.

21. [C#예제] LogControl에서 BS2_GetLogBlob의 BS2EventMaskEnum.JOB_CODE가 BS2EventMaskEnum.ALL로 수정되었습니다.

22. [C#예제] CardControl에서 불필요한 blacklist 코드를 제거하였습니다.

23. [C#예제] ConfigControl에서 BS2_SetDstConfig의 잘못된 코드 startTime.weekDay를 endTime.weekDay로 수정하였습니다.

24. [C#예제] SlaveControl에서 slave device에 대한 예제코드가 추가되었습니다.

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Last update: **2019/05/17 14:11**