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Date

2021-05-26

New Features

- Supports X-Station 2
- Supports Intelligent Slave Feature (FW upgrade is required)
- Supports getting Face Image Warping (FaceStation F2 only)
- Supports the function of Device Capabilities to know the connected device capability
- Adds the relevant log events of Mobile Card Verification
- Adds new model names to check card supporting

1. Adding X-Station 2 is available to use.

- Structure [BS2BarcodeConfig](#) has been added
- API [BS2_GetBarcodeConfig](#) has been added
- API [BS2_SetBarcodeConfig](#) has been added
- API [BS2_WriteQRCode](#) has been added

2. The relevant function of Intelligent Slave is available to use. Intelligent Slave is a function that enables many users' 1:1 or 1:N matching by transmitting the authentication result to OSDP card data when authentication using biometrics is performed in an environment in which the Suprema biometric device and a third-party controller are connected. [Intelligent Slave Support](#)

- Refer to structure [BS2Rs485Config](#)
- Refer to API [BS2_GetRS485Config](#)
- Refer to API [BS2_SetRS485Config](#)

3. Getting Image Warping from the raw image file of user face is available to use.

- Refer to API [BS2_GetNormalizedImageFaceEx](#)

4. Getting Device Capacity Information has been added.

- Refer to structure [BS2DeviceCapabilities](#)
- Refer to API [BS2_GetDeviceCapabilities](#)

5. New log event 'Mobile Card Verification' has been added to distinguish the user credential.

- Refer to structure [BS2Event](#)의 [subCode](#)

6. API [BS2_GetCardModel](#) has been added to support the below model names.

- Refer to API [BS2_GetCardModel](#)

- BEW2-ODPB
- BEW2-OAPB
- BEW2-OHPB

Modified Features

1. Fixed the error BS_SDK_ERROR_TIMEOUT where the below case

RS485 Master: CoreStation 40

RS485 Slave: FaceStation 2 / FaceLite

Assigning a face template for FaceStation 2 or FaceLite to a user and enrolling it on CoreStation 40

- Refer to API [BS2_EnrolUser](#)
- Refer to API [BS2_EnrollUser](#)
- Refer to API [BS2_EnrollUserEx](#)
- Refer to API [BS2_EnrollUserEx](#)
- Refer to API [BS2_EnrollUserSmall](#)
- Refer to API [BS2_EnrollUserSmallEx](#)
- Refer to API [BS2_EnrollUserFaceEx](#)

2. Fixed the issue that device transfers for more than 700 users were relatively slow compared to V2.7.2.x and earlier.

- Refer to API [BS2_EnrolUser](#)
- Refer to API [BS2_EnrollUser](#)
- Refer to API [BS2_EnrollUserEx](#)
- Refer to API [BS2_EnrollUserEx](#)
- Refer to API [BS2_EnrollUserSmall](#)
- Refer to API [BS2_EnrollUserSmallEx](#)
- Refer to API [BS2_EnrollUserFaceEx](#)

3. Fixed the return value from BS_SDK_SUCCESS to BS_SDK_ERROR_NOT_SUPPORTED when requesting Config from FaceLite that does not support Event config.

- Refer to API [BS2_GetEventConfig](#)

4. Fixed the issue that the SDK allocation and release were repeated, making device connection impossible if a certain number of times were exceeded.

- Refer to API [BS2_AllocateContext](#)
- Refer to API [BS2_ReleaseContext](#)

5. Fixed the issue that calling [BS2_ReleaseContext](#) cannot release the resource intermittently and the port 51212/port 51213 occupied.

6. Fixed the issue that a deadlock could occur during event processing due to repeated connecting device/disconnecting device calls.

7. Fixed the issue that the application may crash intermittently during calling [BS2_ReleaseContext](#)
8. Fixed the issue that the device could be reset if the fields of timeout were not assigned a multiple of 10 when updating the display settings.
- Refer to structure [BS2DisplayConfig](#) menuTimeout, msgTimeout, backlightTimeout
 - Refer to API [BS2_SetDisplayConfig](#)
9. Fixed the issue that CPU Usages goes up to 99% when [BS2_SearchDevices](#) is called repeatedly in a 4-core environment.
10. Updated [Not Used] of Light Brightness Configuration of FaceStation F2. (FaceStation F2 v1.1.0 is compatible.)
(As-Is)
FaceStation F2: v1.0.0 - v1.0.5
Ambient Brightness: Normal, High, Auto
(To-Be)
FaceStation F2: v1.1.0 or higher version
Light Brightness: Normal, High, Not Used"
- Refer to structure [BS2FaceConfig](#) lightCondition

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