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# Version 2.8.0 (V2.8.0.5)

## Date

2021-06-04

## 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. X-Station 2 Configurations are 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](#) and refer to the 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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