Table of Contents

SDK API

The followings are a set of APIs that initialize device management information and that are used for dynamic memory control and PIN code generation.

- BS2_Version: Returns the SDK version.
- BS2_AllocateContext: Allocates the device management Context.
- BS2_ReleaseContext: Releases the device management Context.
- BS2_Initialize: Initializes the device management Context.
- BS2_ReleaseObject: Releases dynamic memory.
- BS2_MakePinCode: Encrypts the PIN.
- BS2_MakePinCodeWithKey: Encryptes PIN code with the user-defined PIN encryption key. [+ 2.7.1]
- BS2_SetMaxThreadCount: Specifies the maximum thread count.
- BS2_ComputeCRC16CCITT: Calculates the CRC-16 CCITT checksum.
- BS2_GetCardModel: Retrieves the supported card models.
- BS2_SetDataEncryptKey: Changes the user defined PIN encryption key. [+ 2.7.1]
- BS2_RemoveDataEncryptKey: Removes the encryption key for the device.
- BS2_SetDeviceSearchingTimeout : Specifies the device searching time.
- BS2_SetDebugFileLog : Retrieves debugging file log.
- BS2_EnableDeviceLicense: [+ 2.9.1] Activate the device license.
- BS2_DisableDeviceLicense: [+ 2.9.1] Deactivate the device license.
- BS2_QueryDeviceLicense: [+ 2.9.1] Check device license information.
- BS2_InitializeEx: [+ 2.9.6] Initializes the device management context.

Structure

BS2EncryptKey

```
enum
{
    BS2_ENC_KEY_SIZE = 32,
};

typedef struct
{
    uint8_t key[BS2_ENC_KEY_SIZE];
    uint8_t reserved[32];
} BS2EncryptKey;
```

1. *key*
The key value used by the device.

2. *reserved*
Reserved space.

BS2LicenseBlob

```
typedef struct {
    BS2_LICENSE_TYPE    licenseType;
    uint16_t            numOfDevices;
    BS2_DEVICE_ID*      deviceIDObjs;
    uint32_t            licenseLen;
    uint8_t*            licenseObj;
} BS2LicenseBlob;
```

1. *licenseType*
The type of license.

Value	Description
0x0000	None
0x0001	Visual QR

2. *numOfDevices*
Number of licenses activated devices.

3. *deviceIDObjs*
Slave devices for which license information will be issued.

4. *licenseLen*
license activation file size.

5. *licenseObj*
License activation data block.

BS2LicenseResult

```
typedef struct {
    BS2_DEVICE_ID       deviceID;
    BS2_LICENSE_STATUS  status;
} BS2LicenseResult;
```

1. *deviceID*
Device identifier.

2. *status*
License status information.

Value	Description
0	Not supported
1	Disable
2	Enable

Value	Description
3	Expired

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