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Access Control API

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BS2AccessGroup

```
typedef struct {
    uint32_t id;
    char name[BS2_MAX_ACCESS_GROUP_NAME_LEN];
    uint8_t numAccessLevels;
    uint8_t reserved[3];
    uint32_t accessLevels[BS2_MAX_ACCESS_LEVEL_PER_ACCESS_GROUP];
} BS2AccessGroup;
```

1. *id*

2. *name*

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3. *numAccessLevels*

4. *reserved*

5. *accessLevels*

BS2DoorSchedule

```
typedef struct {
    uint32_t doorID;
    uint32_t scheduleID;
} BS2DoorSchedule ;
```

1. *doorID*

2. *scheduleID*

BS2AccessLevel

```
typedef struct {
    uint32_t id;
    char name[BS2_MAX_ACCESS_GROUP_NAME_LEN];
    uint8_t numDoorSchedules;
    uint8_t reserved[3];
    BS2DoorSchedule doorSchedules[BS2_MAX_ACCESS_LEVEL_PER_ACCESS_GROUP];
} BS2AccessLevel;
```

1. *id*

2. *name*
BioStar

3. *numDoorSchedules*

4. *reserved*

5. *doorSchedules*

BS2TimePeriod

```
typedef struct {
    int16_t startTime;
    int16_t endTime;
```

```

} BS2TimePeriod;

```

- 1. *startTime* , 가 .
- 2. *endTime* , 가 .

BS2DaySchedule

```

typedef struct {
    uint8_t numPeriods;
    uint8_t reserved[3];
    BS2TimePeriod periods[BS2_MAX_TIME_PERIODS_PER_DAY];
} BS2DaySchedule;

```

- 1. *numPeriods* .
- 2. *reserved* .
- 3. *periods* 5 .

BS2WeeklySchedule

```

typedef struct {
    BS2DaySchedule schedule[BS2_NUM_WEEKDAYS];
} BS2WeeklySchedule;

```

- 1. *schedule* 7 가 .

BS2DailySchedule

```

typedef struct {
    uint32_t startDate;
    uint8_t numDays;
    uint8_t reserved[3];
    BS2DaySchedule schedule[BS2_MAX_DAYS_PER_DAILY_SCHEDULE];
} BS2DailySchedule;

```

- 1. *startDate* .
- 2. *numDays* .

3. *reserved*

4. *schedule*

startDate

BS2HolidaySchedule

```
typedef struct {
    uint32_t id;
    BS2DaySchedule schedule;
} BS2HolidaySchedule;
```

1. *startDate*

2. *schedule*

BS2Schedule

```
typedef struct
{
    uint32_t id;
    char name[BS2_MAX_SCHEDULE_NAME_LEN];
    uint8_t isDaily;
    uint8_t numHolidaySchedules;
    uint8_t reserved[2];
    union
    {
        BS2WeeklySchedule weekly;
        BS2DailySchedule daily;
    }schedule;
    BS2HolidaySchedule
    holidaySchedules[BS2_MAX_HOLIDAY_GROUPS_PER_SCHEDULE];
}BS2Schedule;
```

1. *id*

2. *name*

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3. *isDaily*

flag

4. *numHolidaySchedules*

5. *reserved*

6. *weekly*

isDaily가 0 가 가 .

7. *daily*

isDaily가 0 가 가 .

8. *holidaySchedules*

BS2Holiday

```
typedef struct {
    uint32_t date;
    uint8_t recurrence;
} BS2Holiday;
```

1. *date*

2. *recurrence*

0	
1	
2	
3	

BS2HolidayGroup

```
typedef struct
{
    uint32_t id;
    char name[BS2_MAX_SCHEDULE_NAME_LEN];
    uint8_t numHolidays;
    uint8_t reserved[3];
    BS2Holiday holidays[BS2_MAX_HOLIDAYS_PER_GROUP];
}BS2HolidayGroup;
```

1. *id*

2. *name*

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3. *numHolidays*

4. *reserved*

.

5. *holidays*

.

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