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# Configuration API

## API

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- [BS2\\_GetMifareCardConfigEx](#): [+ 2.9.9] Mifare AES128  
가
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- [BS2\\_GetFacilityCodeConfig](#): [+ 2.9.9] Door Interface(DI-24) OSDP  
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- [BS2\\_GetRS485ConfigExDynamic](#): [+ 2.9.9] CoreStation RS485  
가
- [BS2\\_SetRS485ConfigExDynamic](#): [+ 2.9.9] CoreStation RS485

## BS2FactoryConfig

```
typedef struct {
    uint8_t major;
    uint8_t minor;
    uint8_t ext;
    uint8_t reserved[1];
} Version;

typedef struct {
    uint32_t deviceID;
    uint8_t macAddr[BS2_MAC_ADDR_LEN];
    uint8_t reserved[2];
    char modelName[BS2_MODEL_NAME_LEN];
    Version boardVer;
    Version kernelVer;
    Version bscoreVer;
    Version firmwareVer;
    char kernelRev[BS2_KERNEL_REV_LEN];
    char bscoreRev[BS2_BSCORE_REV_LEN];
    char firmwareRev[BS2_FIRMWARE_REV_LEN];
    uint8_t reserved2[32];
} BS2FactoryConfig;
```

1. *deviceID*
2. *macAddr*
3. *reserved*
4. *modelName*

5. *boardVer*

6. *kernelVer*

7. *bscoreVer*  
BioStar core

8. *firmwareVer*

9. *kernelRev*

10. *bscoreRev*  
BioStar core

11. *firmwareRev*

12. *reserved2*

## BS2SystemConfig

```
typedef struct {  
    uint8_t notUsed[16 * 16 * 3];  
    int32_t timezone;  
    uint8_t syncTime;  
    uint8_t serverSync;  
    uint8_t deviceLocked;  
    uint8_t useInterphone;  
    uint8_t useUSBConnection;  
    uint8_t keyEncrypted;  
    uint8_t useJobCode;  
    uint8_t useAlphanumericID;  
    uint32_t cameraFrequency;  
    bool secureTamper;  
    bool reserved0; // (write protected)  
    uint8_t reserved[2];  
    uint32_t useCardOperationMask;  
    uint8_t reserved2[16];  
} BS2SystemConfig;
```

1. *notUsed*

2. *timezone*  
(sec)

3. *syncTime*

BioStar flag .

4. serverSync .

5. deviceLocked . ( )

6. useInterphone flag .

7. useUSBConnection member . (USB 가 .)

8. keyEncrypted OS DP secure key flag .

9. useJobCode Job code flag .

10. useAlphanumericID AlphanumericID flag .

11. cameraFrequency camera .

1	50Hz
2	60Hz

12. secureTamper on flag 가 . ( , , , SSL )

13. reserved0 .

14. reserved .

15. useCardOperationMask [+ 2.6.4] ,

MASK 가 , 가 , 가 , 가 , CARD\_OPERATION\_USE useCardOperationMask 0x80000001 EM

0xFFFFFFFF	CARD_OPERATION_MASK_DEFAULT
0x80000000	CARD_OPERATION_USE

0x00000000	CARD_OPERATION_MASK_NONE
0x00000800	CARD_OPERATION_MASK_CUSTOM_DESFIRE_EV1
0x00000400	CARD_OPERATION_MASK_CUSTOM_CLASSIC_PLUS
0x00000200	CARD_OPERATION_MASK_BLE
0x00000100	CARD_OPERATION_MASK_NFC
0x00000080	CARD_OPERATION_MASK_SEOS
0x00000040	CARD_OPERATION_MASK_SR_SE
0x00000020	CARD_OPERATION_MASK_DESFIRE_EV1
0x00000010	CARD_OPERATION_MASK_CLASSIC_PLUS
0x00000008	CARD_OPERATION_MASK_ICLASS
0x00000004	CARD_OPERATION_MASK_MIFARE_FELICA
0x00000002	CARD_OPERATION_MASK_HIDPROX
0x00000001	CARD_OPERATION_MASK_EM

16. *reserved2*

## BS2AuthConfig

```
typedef struct {
    uint32_t authSchedule[BS2_NUM_OF_AUTH_MODE];
    uint8_t useGlobalAPB;
    uint8_t globalAPBFailAction;
    uint8_t useGroupMatching;
    uint8_t reserved
    uint8_t reserved[28];
    uint8_t usePrivateAuth;
    uint8_t faceDetectionLevel;
    uint8_t useServerMatching;
    uint8_t useFullAccess;
    uint8_t matchTimeout;
    uint8_t authTimeout;
    uint8_t numOperators;
    uint8_t reserved2[1];
    struct {
        char userID[BS2_USER_ID_SIZE];
        uint8_t level;
        uint8_t reserved[3];
    } operators[BS2_MAX_OPERATORS];
} BS2AuthConfig;
```

1. *authSchedule*

가

가

0

0	BS2_AUTH_MODE_BIOMETRIC_ONLY	
1	BS2_AUTH_MODE_BIOMETRIC_PIN	+ PIN
2	BS2_AUTH_MODE_CARD_ONLY	
3	BS2_AUTH_MODE_CARD_BIOMETRIC	+
4	BS2_AUTH_MODE_CARD_PIN	+ PIN
5	BS2_AUTH_MODE_CARD_BIOMETRIC_OR_PIN	+ or PIN
6	BS2_AUTH_MODE_CARD_BIOMETRIC_PIN	+ + PIN
7	BS2_AUTH_MODE_ID_BIOMETRIC	ID +
8	BS2_AUTH_MODE_ID_PIN	ID + PIN
9	BS2_AUTH_MODE_ID_BIOMETRIC_OR_PIN	ID + or PIN
10	BS2_AUTH_MODE_ID_BIOMETRIC_PIN	ID + + PIN

2. *useGlobalAPB*

flag .

3. *globalAPBFailAction*

BioStar

0	APB
1	Soft APB
2	Hard APB

4. *useGroupMatching*

flag .

5. *reserved*

6. *usePrivateAuth*

flag .

7. *faceDetectionLevel*

A2

Normal/Strict 가 , 가  
0

0	
1	Normal mode
2	Strict mode

A2 가 , FaceStation2 FaceLite

8. *useServerMatching*

Matching server flag

9. *useFullAccess*

10. *matchTimeout*

(sec)

11. *authTimeout*

(sec)

12. *numOperators*

operator

13. *reserved2*

14. *userID*

15. *level*

가

0	
1	
2	
3	

Operator 가 , 가 operator **numOperators**

16. *reserved*

## BS2StatusConfig

```

typedef struct {
    struct {
        uint8_t enabled;
        uint8_t reserved[1];
        uint16_t count;
        BS2LedSignal signal[BS2_LED_SIGNAL_NUM];
    } led[BS2_DEVICE_STATUS_NUM];
    uint8_t reserved1[32];
    struct {
        uint8_t enabled;
        uint8_t reserved[1];
        uint16_t count;
        BS2BuzzerSignal signal[BS2_BUZZER_SIGNAL_NUM];
    } buzzer[BS2_DEVICE_STATUS_NUM];
    uint8_t configSyncRequired;
    uint8_t reserved2[31];
} BS2StatusConfig;

```

- 1. *enabled*  
led flag .
- 2. *reserved*  
.
- 3. *count*  
led signal , 0 .
- 4. *signal*  
led signal pattern , 3 .
- 5. *reserved1*  
.
- 6. *enabled*  
buzzer flag .
- 7. *reserved*  
.
- 8. *count*  
buzzer signal , 0 .
- 9. *signal*  
buzzer signal pattern , 3 . 10. *configSyncRequired*  
configuration , true .
- 11. *reserved2*  
.

# BS2DisplayConfig

```

typedef struct {
    uint32_t language;
    uint8_t background;
    uint8_t volume;
    uint8_t bgTheme;
    uint8_t dateFormat;
    uint16_t menuTimeout;
    uint16_t msgTimeout;
    uint16_t backlightTimeout;
    uint8_t displayDateTime;
    uint8_t useVoice;
    uint8_t timeFormat;
    uint8_t homeFormation;
    BS2_B00L useUserPhrase;
    BS2_B00L queryUserPhrase;
    uint8_t shortcutHome[BS2_MAX_SHORTCUT_HOME];
    uint8_t tnaIcon[16];
    uint8_t useScreenSaver;
    uint8_t showOsdpResult;
    uint8_t reserved1[30];
    BS2_SHOW OSDP_RESULT showOsdpResult;    ///< 1 byte

    BS2_AUTHMSG_USERINFO authMsgUserName;    ///< 1 byte
    BS2_AUTHMSG_USERINFO authMsgUserId;    ///< 1 byte

    BS2_SCRAMBLE_KEYBOARD_MODE scrambleKeyboardMode ;    ///< 1 byte

    uint8_t reserved3[27];    ///< 27 bytes (padding)
} BS2DisplayConfig;

```

## 1. language

0	
1	
2	

## 2. background

0	LOGO
1	NOTICE
2	SLIDE
3	PDF

## 3. volume

0-100

. 0

4. *bgTheme*

0	
1	
2	Slide show
3	PDF

5. *dateFormat*

0	YYYY/MM/DD
1	MM/DD/YYYY
2	DD/MM/YYYY

6. *menuTimeout*

(sec)

. 0-255

sec . 0

0	
10	10
20	20 ( )
30	30
40	40
50	50
60	60

7. *msgTimeout*

(ms)

. 500-5000 ms

500	500
1000	1
2000	2 ( )
3000	3
4000	4
5000	5

8. *backlightTimeout*

(sec)

0	0
10	10

20	20 ( )
30	30
40	40
50	50
60	60

9. *displayDateTime*

flag .

10. *useVoice*

voice instruction flag .

11. *timeFormat*

0	12
1	24

, Linux BioStation 2, BioStation L2, BioLite Net2, FaceLite 가 . (0 = 24 hour / 1 = 12 hour)

12. *homeFormation*

Home .

1	
2	Shortcut 1
3	Shortcut 2
4	Shortcut 3
5	Shortcut 4

13. *useUserPhrase*

14. *queryUserPhrase*

true , .

15. *shortcutHome*

homeFormation .

16. *tnalcon*

17. *useScreenSaver*

true , 가 .

18. *showOsdpResult*

[+ 2.9.6] Intelligent slave

0	OSDP ( )
1	OSDP

19. reserved1

20. authMsgUserName

[+2.9.8]

0	
1	
2	

21. authMsgUserID

[+2.9.8]

ID

0	
1	
2	

22. scrambleKeyboardMode

[+2.9.8]

0	
1	

### BS2IpConfig

```
typedef struct {
    uint8_t connectionMode;
    uint8_t useDHCP;
    uint8_t useDNS;
    uint8_t reserved[1];
    char ipAddress[BS2_IPV4_ADDR_SIZE];
    char gateway[BS2_IPV4_ADDR_SIZE];
    char subnetMask[BS2_IPV4_ADDR_SIZE];
    char serverAddr[BS2_IPV4_ADDR_SIZE];
    uint16_t port;
    uint16_t serverPort;
    uint16_t mtuSize;
    uint8_t baseband;
    uint8_t reserved2[1];
    uint16_t sslServerPort;
    uint8_t reserved3[30];
}
```

```
} BS2IpConfig;
```

1. *connectionMode*

BioStar , direct mode(0x0) server  
mode(0x1) . direct mode BioStar server mode  
가 BioStar . direct mode .

2. *useDHCP*

DHCP flag .

3. *useDNS*

server addresss server URL flag .

4. *reserved*

5. *ipAddress*

IP .

6. *gateway*

IP .

7. *subnetMask*

8. *serverAddr*

connectionMode가 server mode , BioStar IP .

9. *port*

IP .

10. *serverPort*

connectionMode가 server mode , BioStar .

11. *mtuSize*

TCP MTU<sup>1)</sup> .

12. *baseband*

baseband 10mb/s 100mb/s 가 .

13. *reserved2*

14. *sslServerPort*

connectionMode가 server ssl mode , BioStar .

15. *reserved3*

**BS2IpConfigExt**

```
typedef struct {
```

```

char dnsAddr[BS2_IPV4_ADDR_SIZE];
char serverUrl[BS2_URL_SIZE];
uint8_t reserved[32];
} BS2IpConfigExt;

```

### 1. *dnsAddr*

dns

### 2. *serverUrl*

BioStar URL , 256

### 3. *reserved*

## BS2TNAConfig

```

typedef struct {
    uint8_t tnaMode;
    uint8_t tnaKey;
    uint8_t tnaRequired;
    uint8_t reserved[1];
    uint32_t tnaSchedule[BS2_MAX_TNA_KEY];
    uint8_t unused[BS2_MAX_TNA_KEY];
} BS2TNAInfo;

typedef struct {
    char tnaLabel[BS2_MAX_TNA_KEY][BS2_MAX_TNA_LABEL_LEN];
    uint8_t unused[BS2_MAX_TNA_KEY];
} BS2TNAExtInfo;

typedef struct {
    BS2TNAInfo tnaInfo;
    BS2TNAExtInfo tnaExtInfo;
    uint8_t reserved2[32];
} BS2TNAConfig;

```

### 1. *tnaMode*

0	
1	
2	
3	가
4	

### 2. *tnaKey*

Device Type	T&A Code	Mapped Key	Value
BioStation 2	BS2_TNA_UNSPECIFIED	(N/A)	0
	BS2_TNA_KEY_1	F1	1
	BS2_TNA_KEY_2	F2	2
	BS2_TNA_KEY_3	F3	3
	BS2_TNA_KEY_4	F4	4
	BS2_TNA_KEY_5	1	5
	BS2_TNA_KEY_6	2	6
	BS2_TNA_KEY_7	3	7
	BS2_TNA_KEY_8	4	8
	BS2_TNA_KEY_9	5	9
	BS2_TNA_KEY_10	6	10
	BS2_TNA_KEY_11	7	11
	BS2_TNA_KEY_12	8	12
	BS2_TNA_KEY_13	9	13
	BS2_TNA_KEY_14	Call	14
	BS2_TNA_KEY_15	0	15
BS2_TNA_KEY_16	Esc	16	

3. *tnaRequired*  
가 1

flag

4. *reserved*

5. *tnaSchedule*  
가

6. *unused*

7. *tnaLabel*

8. *unused*

## BS2CardConfig

```
typedef struct {
    uint8_t primaryKey[6];
    uint8_t reserved1[2];
    uint8_t secondaryKey[6];
    uint8_t reserved2[2];
    uint16_t startBlockIndex;
    uint8_t reserved[6];
} BS2MifareCard;
```

```

typedef struct {
    uint8_t primaryKey[8];
    uint8_t secondaryKey[8];
    uint16_t startBlockIndex;
    uint8_t reserved[6];
} BS2IClassCard;

typedef struct {
    uint8_t primaryKey[16];
    uint8_t secondaryKey[16];
    uint8_t appID[3];
    uint8_t fileID;
    uint8_t encryptionType;
    uint8_t operationMode;
    uint8_t reserved[2];
} BS2DesFireCard;

typedef struct {
    uint8_t byteOrder;
    uint8_t useWiegandFormat;
    uint8_t dataType;
    uint8_t useSecondaryKey;
    BS2MifareCard mifare;
    BS2IClassCard iclass;
    BS2DesFireCard desfire;
    uint8_t formatID;
    uint8_t cipher;
    uint8_t smartCardByteOrder;
    uint8_t reserved[1];
    uint8_t mifareEncType;
    uint8_t reserved[20];
} BS2CardConfig;

```

1. *primaryKey*

Mifare card

2. *reserved1*

3. *secondaryKey*

Mifare card

4. *reserved2*

5. *startBlockIndex*

Mifare data storage      start block index

6. *reserved*

7. *primaryKey*

IClass card

8. *secondaryKey*

IClass card

9. *startBlockIndex*

Mifare data storage start block index

10. *reserved*

11. *primaryKey*

DesFire card

12. *secondaryKey*

DesFire card

13. *appID*

DESFire

14. *fileID*

DESFire 가

15. *encryptionType*

0	DES/3DES
1	AES

16. *operationMode*

( )

0	(PICC master key )
1	(App master key )

17. *reserved*

18. *byteOrder*

. 0 MSB<sup>2)</sup> , 1 LSB<sup>3)</sup> .

19. *useWiegandFormat*

Wiegand flag .

20. *dataType*

Card

0	
1	

2	UTF16
3	BCD

21. *useSecondaryKey*

flag

22. *formatID*

BioStar

card configuration

가

23. *cipher*

Keypad card id

0, Xpass 2, Xpass D2 Gangbox Keypad

0	
1	

24. *smartCardByteOrder*

[+2.8.2] smart card data

LSB

controller

MSB

, byte 가

smartCardByteOrder

, MSB/LSB

0	MSB
1	LSB

25. *reserved*

26. *mifareEncType*

[+2.9.9] Mifare Card

. Mifare Classic

CRYPTO1

Mifare Plus CRYPTO1 AES128

CRYPTO1 BS2MifareCard Mifare

, AES128

BS2\_SetMifareCardConfigEx BS2\_GetMifareCardConfigEx

BS2MifareCardConfigEx

0	CRYPTO1
1	AES128

27. *reserved*

### BS2FingerprintConfig

```
typedef struct {
    uint8_t securityLevel;
    uint8_t fastMode;
```



0	suprema
1	
2	Ansi

6. *scanTimeout*

10

7. *successiveScan*

8. *advancedEnrollment*

flag

[BS2\\_ScanFingerprint](#)

BS\_SDK\_ERROR\_EXTRACTION\_LOW\_QUALITY

BS\_SDK\_ERROR\_CAPTURE\_LOW\_QUALITY

9. *showImage*

flag

10. *lfdLevel*

0	
1	
2	
3	

11. *checkDuplicate*

[+ V2.6.4] true

12. *reserved3*

### BS2Rs485Config

```

typedef struct {
    uint8_t supportConfig;
    uint8_t useExceptionCode;
    uint8_t exceptionCode[BS2_RS485_MAX_FAIL_CODE_LEN];
    uint8_t outputFormat;
    uint8_t osdpID;
    uint8_t reserved[4];
} BS2IntelligentPDInfo;

typedef struct {
    uint32_t baudRate;
    uint8_t channelIndex;
    uint8_t useResistance;

```

```

uint8_t numOfDevices;
uint8_t reserved[1];
BS2Rs485SlaveDevice slaveDevices[BS2_RS485_MAX_SLAVES_PER_CHANNEL];
} BS2Rs485Channel;

typedef struct {
uint8_t mode;
uint8_t numOfChannels;
uint8_t reserved[2];
BS2IntelligentPDInfo intelligentInfo;
uint8_t reserved1[16];
BS2Rs485Channel channels[BS2_RS485_MAX_CHANNELS];
} BS2Rs485Config;

```

1. supportConfig

[+V2.8] 0 Intelligent PD(Peripheral Device)

2. useExceptionCode

[+V2.8]

3. exceptionCode

[+V2.8] , 가  
가 0(0x0000000000000000) 가

4. outputFormat

[+V2.8]  
0 ID가, 1 ID가

5. osdpID

[+V2.8] ACU  
0~127 unique

6. reserved

[+V2.8]

7. baudRate

RS485

9600
19200
38400
57600
115200

8. channelIndex

( 가) RS485 network

9. *useRegistance*

flag . -

10. *numOfDevices*

11. *reserved*

12. *slaveDevices*

32

13. *mode*

RS485

flag

1	Master
2	Slave
3	Standalone

14. *numOfChannels*

RS485

15. *reserved*

16. *intelligentInfo*

[+V2.8] Intelligent Slave

가

, mode가 default(Standalone)

OSDP

17. *reserved1*

18. *channels*

RS485

4

### BS2WiegandConfig

```
typedef struct {
    uint32_t length;
    uint8_t idFields[BS2_WIEGAND_MAX_FIELDS][BS2_WIEGAND_FIELD_SIZE];
    uint8_t parityFields[BS2_WIEGAND_MAX_PARITIES][BS2_WIEGAND_FIELD_SIZE];
    BS2_WIEGAND_PARITY parityType[BS2_WIEGAND_MAX_PARITIES];
    uint8_t parityPos[BS2_WIEGAND_MAX_PARITIES];
} BS2WiegandFormat;

typedef struct {
    uint8_t mode;
    uint8_t useWiegandBypass;
```

```

uint8_t useFailCode;
uint8_t failCode;
uint16_t outPulseWidth;
uint16_t outPulseInterval;
uint32_t formatID;
BS2WiegandFormat format;
uint16_t wiegandInputMask;
uint16_t wiegandCardMask;
uint8_t wiegandCSNIndex;
uint8_t useWiegandUserID;
uint8_t reserved[26];
} BS2WiegandConfig;

```

1. length

Wiegand .

2. idFields

4 id field 가 , field id bit  
 , Standard 26bit wiegand card data "P FFFFFFFF  
 NNNNNNNNNNNNNNNNN P" Facility Code " 0 11111111  
 0000000000000000 0 " 0x01FE0000 가 , Card Number 0x0001FFFE .

```

// for Facility Code
idFields[][28] = 0x01;
idFields[][29] = 0xFE;
idFields[][30] = 0x00;
idFields[][31] = 0x00;

// for Card Number
idFields[1][28] = 0x00;
idFields[1][29] = 0x01;
idFields[1][30] = 0xFF;
idFields[1][31] = 0xFE;

```

3. parityFields

4 가 , id Field

4. parityType

0	parity
1	parity
2	parity

5. parityPos

Wiegand .

6. mode

Wiegand .

0	
1	
2	

7. *useWiegandBypass*

0	
1	

8. *useFailCode*

Fail Code

9. *failCode*

Fail Code

0x00
0xFF

10. *outPulseWidth*

20 ~ 100 us 가

11. *outPulseInterval*

200 ~ 20000 us 가

12. *formatID*

Wiegand

13. *format*

WiegandFormat

14. *wiegandInputMask*

Master Slave wiegand wiegand mask

15. *wiegandCardMask*

Master mask

16. *wiegandCSNIndex*

Mifare EM Wiegand out  
[BS2CardConfig](#) *useWiegandFormat*

17. *useWiegandUserID*

Wiegand Card ID ID

0	
1	Card ID
2	ID

18. reserved

### BS2WiegandDeviceConfig

```

typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t switchType;
    uint8_t reserved[1];
} BS2WiegandTamperInput;

typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t reserved[10];
} BS2WiegandLedOutput;

typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t reserved[34];
} BS2WiegandBuzzerOutput;

typedef struct {
    BS2WiegandTamperInput tamper;
    BS2WiegandLedOutput led[BS2_WIEGAND_STATUS_NUM];
    BS2WiegandBuzzerOutput buzzer;
    uint32_t reserved[32];
} BS2WiegandDeviceConfig;

```

1. *deviceID*

Wiegand card reader    tamper

2. *port*

Wiegand card reader    tamper

3. *switchType*

가 'off'                    가 on            trigger

0	Normally Open
1	Normally Closed

4. *reserved*

5. *deviceID*

Wiegand card reader    led

6. *port*

Wiegand card reader led

7. *reserved*8. *deviceID*

Wiegand card reader buzzer

9. *port*

Wiegand card reader buzzer

10. *reserved*10. *led*

Wiegand card reader led

2

0	led
1	led

**BS2InputConfig**

```

typedef struct {
    uint16_t minValue;
    uint16_t maxValue;
} BS2SVInputRange;

typedef struct {
    uint32_t deviceID;
    uint16_t port;
    uint8_t reserved[10];
} BS2WiegandLedOutput;

typedef struct {
    BS2SVInputRange shortInput;
    BS2SVInputRange openInput;
    BS2SVInputRange onInput;
    BS2SVInputRange offInput;
} BS2SupervisedInputConfig;

typedef struct {
    uint8_t numInputs;
    uint8_t numSupervised;
    union {
        uint16_t value;
        struct {
            uint16_t tamperAuxIndex : 4;
            uint16_t acFailAuxIndex : 4;
            uint16_t aux0Type : 1;
        };
    };
}

```

```

    uint16_t aux1Type : 1;
    uint16_t reserved : 6;
} field;
} aux;
struct {
    uint8_t portIndex;
    uint8_t enabled;
    uint8_t supervised_index;
    uint8_t reserved[5];
    BS2SupervisedInputConfig config;
} supervised_inputs[BS2_MAX_INPUT_NUM];
} BS2InputConfig;

```

- 1. *minValue* 0 ~ 3300(3.3v)
- 2. *maxValue* 0 ~ 3300(3.3v)
- 3. *shortInput*  
short input
- 4. *openInput*  
open input
- 5. *onInput*  
on input
- 6. *offInput*  
off input
- 7. *numInputs*
- 8. *numSupervised*  
supervised
- 9. *portIndex*
- 10. *enabled*  
supervised input flag
- 11. *supervised\_index*  
supervised input

0	1k
1	2.2k
2	4.7k
3	10k
255	

### 12. aux

[+2.9.8] Aux

0	4	tamperAuxIndex	Tamper Aux (0:None, 1:Aux0, 2:Aux1)
7	4	acFailAuxIndex	AC Fail Aux (0:None, 1:Aux0, 2:Aux1)
8	1	aux0Type	Aux 0 (0: NO, 1:NC)
9	1	aux1Type	Aux 1 (0: NO, 1:NC)
10	6	reserved	

### 13. config

supervised

, supervised input

가

## BS2WlanConfig

```
typedef struct {
    uint8_t enabled;
    uint8_t operationMode;
    uint8_t authType;
    uint8_t encryptionType;
    char essid[BS2_WLAN_SSID_SIZE];
    char authKey[BS2_WLAN_KEY_SIZE];
    uint8_t reserved2[32];
} BS2WlanConfig;
```

1. enabled

2. operationMode

0	infrastructure
1	Ad-hoc

3. authType

0	Open
1	Shared
2	WPA-PSK
3	WPA2-PSK

4. encryptionType

0	
1	WEP
2	TKIP/AES
3	AES
3	TKIP

5. *ssid*

6. *authKey*

7. *reserved*

## BS2Trigger

```
typedef struct {
    uint16_t code;
    uint8_t reserved[2];
} BS2EventTrigger;

typedef struct {
    uint8_t port;
    uint8_t switchType;
    uint16_t duration;
    uint32_t scheduleID;
} BS2InputTrigger;

typedef struct {
    uint32_t type;
    uint32_t scheduleID;
} BS2ScheduleTrigger;

typedef struct {
    uint32_t deviceID;
    uint8_t type;
    uint8_t reserved;
    uint16_t ignoreSignalTime;

    union {
        BS2EventTrigger event;
        BS2InputTrigger input;
        BS2ScheduleTrigger schedule;
    }
} BS2Trigger;
```

1. *code*

trigger

event log

2. reserved

3. port  
trigger

4. switchType

가 'off'                      가 on                      trigger

0	Normally Open
1	Normally Closed

5. duration  
trigger

(ms) ,                      100

6. scheduleID  
trigger

7. type  
schedule trigger

0	schedule trigger
1	schedule trigger

8. scheduleID  
trigger

9. deviceID  
trigger

10. type  
trigger

0	None
1	Event trigger
2	Input trigger
3	Schedule trigger

11. reserved

12. ignoreSignalTime  
[+2.9.6]

가

가                      wiegand

가

## BS2Action

```
typedef struct {
    uint32_t signalID;
    uint16_t count;
    uint16_t onDuration;
    uint16_t offDuration;
    uint16_t delay;
} BS2Signal;

typedef struct {
    uint8_t portIndex;
    uint8_t reserved[3];
    BS2Signal signal;
} BS2OutputPortAction;

typedef struct {
    uint8_t relayIndex;
    uint8_t reserved[3];
    BS2Signal signal;
} BS2RelayAction;

typedef struct {
    uint8_t color;
    uint8_t reserved[1];
    uint16_t duration;
    uint16_t delay;
} BS2LedSignal;

typedef struct {
    uint16_t count;
    uint8_t reserved[2];
    BS2LedSignal signal[3];
} BS2LedAction;

typedef struct {
    uint8_t tone;
    uint8_t fadeout;
    uint16_t duration;
    uint16_t delay;
} BS2BuzzerSignal;

typedef struct {
    uint16_t count;
    uint8_t reserved[2];
    BS2BuzzerSignal signal[3];
} BS2BuzzerAction;

typedef struct {
    uint8_t duration;
}
```

```

    uint8_t reserved[3];
    uint32_t displayID;
    uint32_t resourceID;
} BS2DisplayAction;

typedef struct {
    uint8_t count;
    uint16_t soundIndex;
    uint8_t reserved[5];
} BS2SoundAction;

typedef struct {
    uint32_t deviceID;
    uint8_t type;
    uint8_t stopFlag;
    uint16_t delay;
    union {
        BS2RelayAction relay;
        BS2OutputPortAction outputPort;
        BS2DisplayAction display;
        BS2SoundAction sound;
        BS2LedAction led;
        BS2BuzzerAction buzzer;
    };
} BS2Action;

```

1. *signalID*

2. *count*

3. *onDuration*

on (ms)

4. *offDuration*

off (ms)

5. *delay*

(ms) , count(2),

onDuration(100), offDuration(100), delay(50)

<b>50ms</b>	<b>signal on(100)</b>	<b>signal off(100)</b>	<b>signal on(100)</b>	<b>signal off(100)</b>
-------------	-----------------------	------------------------	-----------------------	------------------------

6. *portIndex*

TTL

7. *reserved*

8. *relayIndex*

Relay

9. reserved

10. color

LED

0	LED Off
1	LED
2	LED
3	LED
4	LED
5	LED
6	LED
7	LED

11. reserved

12. duration

LED (ms)

13. delay

LED (ms)

14. count

LED 0 -1

15. reserved

16. tone

Buzzer ( )

0	
1	
2	
3	

17. count

Buzzer 0 -1

18. reserved

19. duration

Display (ms)

20. reserved

Display (ms)

21. *displayID*22. *resourceID*23. *count*

Sound

24. *soundIndex*

Sound resource

0	Welcome sound
1	Auth success sound
2	Auth fail sound

25. *deviceID*

Action

26. *type*

Action

**[DoorModule-20, CoreStation-40]**

Action type relay TTL(Output) , action 가  
DM20, CS40 , action type relay action (6)  
(TTL 가)

**[DM20]**

- Action type : Relay
- relay.relayIndex : 0 ~ 3 (RELAY 0 ~ 3)
- relay.relayIndex : 4 ~ 9 (OUTPUT 0 ~ 5)

**[CS40]**

- Action type : Relay
- relay.relayIndex : 0 ~ 3 (RELAY 0 ~ 3)
- relay.relayIndex : 4 ~ 11 (OUTPUT 0 ~ 7)

0	None
1	Lock device
2	Unlock device
3	Reboot device
4	Release alarm
5	General input
6	Relay action

7	TTL action
8	Sound action
9	Display action
10	Buzzer action
11	Led action
12	Fire alarm input
13	Auth Success(Access granted)
14	Auth Fail(Access denied)
15	Lift action

27. *stopFlag*

Action

1 door sensor 가 action  
 2 action id 가 ,  
 가 action  
 stopFlag 2 action

0	
1	
2	(V2.6.0 가)

28. *delay*

Action (ms)

**BS2TriggerActionConfig**

```
typedef struct {
    uint8_t numItems;
    uint8_t reserved[3];
    BS2TriggerAction items[BS2_MAX_TRIGGER_ACTION];
    uint8_t reserved2[32];
} BS2TriggerActionConfig;
```

1. *numItems*  
 trigger action

2. *reserved*

3. *items*  
 trigger action 128

4. *reserved2*

## BS2EventConfig

```
typedef struct {
    uint32_t numImageEventFilter;
    struct {
        uint8_t mainEventCode;
        uint8_t reserved[3];
        uint32_t scheduleID;
    } imageEventFilter[BS2_EVENT_MAX_IMAGE_CODE_COUNT];
    uint8_t reserved[32];
} BS2EventConfig;
```

### 1. *numImageEventFilter*

image log filter

### 2. *mainEventCode*

image log            log main code

### 3. *reserved*

### 4. *scheduleID*

image log

### 5. *reserved*

## BS2WiegandMultiConfig

```
typedef struct {
    uint32_t formatID;
    BS2WiegandFormat format;
    uint8_t reserved[32];
} BS2WiegandInConfig;

typedef struct {
    BS2WiegandInConfig formats[MAX_WIEGAND_IN_COUNT];
    uint8_t reserved[32];
} BS2WiegandMultiConfig;
```

### 1. *formatID*

WiegandFormat Index

### 2. *format*

WiegandFormat

### 3. *reserved*

### 4. *formats*

WiegandInConfig

15 가

5. reserved

## BS1CardConfig

```
typedef struct {
    enum {
        MIFARE_KEY_SIZE = 6,
        MIFARE_MAX_TEMPLATE = 4,

        VALID_MAGIC_NO = 0x1f1f1f1f,
    };

    // Options
    uint32_t    magicNo;
    uint32_t    disabled;
    uint32_t    useCSNOnly;          // default 0
    uint32_t    bioentryCompatible; // default 0

    // Keys
    uint32_t    useSecondaryKey;
    uint32_t    reserved1;
    uint8_t     primaryKey[MIFARE_KEY_SIZE];
    uint8_t     reserved2[2];
    uint8_t     secondaryKey[MIFARE_KEY_SIZE];
    uint8_t     reserved3[2];

    // Layout
    uint32_t    cisIndex;
    uint32_t    numOfTemplate;
    uint32_t    templateSize;
    uint32_t    templateStartBlock[MIFARE_MAX_TEMPLATE];

    uint32_t    reserve4[15];
} BS1CardConfig;
```

1. *magicNo*2. *disabled*

flag

3. *useCSNOnly*

CSN

4. *bioentryCompatible*

bioentry

5. *useSecondaryKey*

6. *reserved1*

7. *primaryKey*

8. *reserved2*

9. *secondaryKey*

10. *reserved3*

11. *cisIndex*

cis

12. *numOfTemplate*

13. *templateSize*

14. *templateStartBlock*

data storage      start block index

15. *reserved4*

## BS2SystemConfigExt

```
typedef struct {  
    uint8_t primarySecureKey[SEC_KEY_SIZE];  
    uint8_t secondarySecureKey[SEC_KEY_SIZE];  
  
    uint8_t reserved3[32];  
} BS2SystemConfigExt;
```

1. *primarySecureKey*

Master-Slave

2. *secondarySecureKey*

cMaster-Slave

3. *reserved3*

## BS2VoipConfig

```
typedef struct {
    BS2_URL          serverUrl;          ///  

    BS2_PORT         serverPort;        ///  

    BS2_USER_ID      userID;            ///  

    BS2_USER_ID      userPW;           ///  

  

    uint8_t          exitButton;        ///  

    uint8_t          dtmfMode;          ///  

    BS2_B00L         bUse;              ///  

    uint8_t          reseverd[1];       ///  

  

    uint32_t         numPhonBook;
    BS2UserPhoneItem phonebook[BS2_VOIP_MAX_PHONEBOOK]; ///  

  

    uint8_t          reserved2[32];     ///  

} BS2VoipConfig;
```

### 1. serverUrl

BioStar URL , 256

### 2. serverPort

connectionMode가 server mode , BioStar .

### 3. userID

### 4. userPW

### 5. exitButton

. (\*, #, 0~9)

0	*
1	#
2 ~ 11	0 ~ 9

### 6. dtmfMode

### 7. bUse

### 8. reseverd

### 9. numPhonBook

10. *phonebook*

32

8. *reserved2*

## BS2FaceConfig

```
typedef struct {
    uint8_t      securityLevel;
    uint8_t      lightCondition;
    uint8_t      enrollThreshold;
    uint8_t      detectSensitivity;

    uint16_t     enrollTimeout;
    uint8_t      lfdLevel;
    bool         quickEnrollment;

    uint8_t      previewOption;
    bool         checkDuplicate;
    uint8_t      operationMode;
    uint8_t      maxRotation;

    // Deprecated
    struct {
        uint16_t min;
        uint16_t max;
    } faceWidth;

    // Deprecated
    struct {
        uint16_t x;
        uint16_t width;
    } searchRange;

    struct {
        uint8_t min;          // 30 ~ 100
        uint8_t max;          // 40 ~ 100, 255
    } detectDistance;        ///< 2 bytes

    BS2_B00L wideSearch;     ///< 1 byte
    uint8_t unused;

    uint8_t unableToSaveImageOfVisualFace;
    uint8_t reserved[13];
} BS2FaceConfig;
```

1. *securityLevel*

0	
1	
2	

2. *lightCondition*

0	
1	
2	
3	[+ 2.8]

3. *enrollThreshold*

0	THRESHOLD_0 ( )
1	THRESHOLD_1
2	THRESHOLD_2
3	THRESHOLD_3
4	THRESHOLD_4 ( )
5	THRESHOLD_5
6	THRESHOLD_6
7	THRESHOLD_7
8	THRESHOLD_8
9	THRESHOLD_9 ( )

4. *detectSensitivity*

0	
1	
2	
3	

5. *enrollTimeout*

IR Face : 60

BS2_FACE_ENROLL_TIMEOUT_MIN	30
BS2_FACE_ENROLL_TIMEOUT_MAX	60
BS2_FACE_ENROLL_TIMEOUT_DEFAULT	BS2_FACE_ENROLL_TIMEOUT_MAX

Visual Face : [+ V2.7.1] 20

BS2_FACE_EX_ENROLL_TIMEOUT_MIN	10

BS2_FACE_EX_ENROLL_TIMEOUT_MAX	20
BS2_FACE_EX_ENROLL_TIMEOUT_DEFAULT	BS2_FACE_EX_ENROLL_TIMEOUT_MAX

6. *lfdLevel*

[+ 2.6.3]

IR Face : 0

Visual Face : [+ 2.7.1] 1

0	
1	
2	
3	

7. *quickEnrollment*

[+ 2.6.3]

true 가 1 , false 3  
false

8. *previewOption*

[+ 2.6.3] IR 가 , preview  
FaceLite

0	Preview
1	preview , 1/2
2	preview

9. *checkDuplicate*

[+ 2.6.4] true

10. *operationMode*

[+ 2.7.1] FaceStation F2 V1.0.1 가 , Fusion

0	Fusion	Visual matching + IR matching	
1	Visual	Visual matching	
2	Visual + IR	Visual matching, IR	

FaceStation F2 V1.0.1 , Visual Face

0	Fusion	Visual matching + IR matching	
1	Fast	Visual matching	

11. *maxRotation*

[+ 2.7.1] Visual Face

( )

maxRotation

15

[+ 2.9.6] Angle 가

BS2_MAX_ROTATION_DEFAULT	15
BS2_MAX_ROTATION_ANGLE_15	15
BS2_MAX_ROTATION_ANGLE_30	30
BS2_MAX_ROTATION_ANGLE_45	45
BS2_MAX_ROTATION_ANGLE_60	60
BS2_MAX_ROTATION_ANGLE_75	75
BS2_MAX_ROTATION_ANGLE_90	90
BS2_MAX_ROTATION_ANGLE_MAX	90

12. *faceWidth*

[+ 2.7.1] Visual Face

	(min)	(max)
FSF2	66	250
BS3	130	350
BEW3	130	350

13. *searchRange*

[+ 2.7.1] Visual Face

x (가 ) x

x

	(x)	(width)
FSF2	144	432
BS3	90	540
BEW3	90	540

14. *detectDistance*

[+ 2.8.3] Visual Face

faceWidth

( )

cm , 10

			) (			) (	) (
FSF2	30	130	30	40	130	255	130
BS3	30	100	30	40	100	255	100
BEW3	30	100	30	40	100	255	100

15. *wideSearch*

[+ 2.8.3] BioStation 3, BioEntry W3

x	width	(false)	,	searchRange	(true)	.
		(true)	,			가
	false					

16. *unused*

17. *unableToSaveImageOfVisualFace*

[+ 2.9.6] Visual face

, [BS2\\_EnrollUserFaceEx](#) API 가 가  
false ,

18. *reserved*

### BS2Rs485ConfigEX

```

typedef struct {
    uint32_t baudRate;
    uint8_t channelIndex;
    uint8_t useRegistance;
    uint8_t numOfDevices;
    uint8_t reserved[1];
    BS2Rs485SlaveDeviceEX slaveDevices[BS2_RS485_MAX_SLAVES_PER_CHANNEL];
} BS2Rs485ChannelEX;

typedef struct {
    uint8_t mode[BS2_RS485_MAX_CHANNELS_EX];
    uint8_t numOfChannels;
    uint8_t reserved[2];
    uint8_t reserved1[32];
    BS2Rs485ChannelEX channels[BS2_RS485_MAX_CHANNELS];
} BS2Rs485ConfigEX;

```

1. *baudRate*

RS485

9600
19200

38400
57600
115200

2. *channelIndex*  
RS485 network

3. *useRegistance*  
flag

4. *numOfDevices*

5. *slaveDevices*  
32

6. *mode*  
RS485 flag

1	Master
2	Slave
3	Standalone

CoreStation	Master	가
-------------	--------	---

7. *numOfChannels*  
RS485

8. *reserved*

9. *reserved1*

10. *channels*  
RS485 8

### BS2CardConfigEx

```
typedef struct {
    uint8_t oid_ADF[13];           /// //
    // {0x2A, 0x85, 0x70, 0x81, 0x1E, 0x10, 0x00, 0x07, 0x00, 0x00, 0x02, 0x00, 0x00}
    uint8_t size_ADF;             //
    uint8_t reserved1[2];        ///
    uint8_t oid_DataObjectID[8];
    uint16_t size_DataObject[8];
}
```

```

    uint8_t primaryKeyAuth[16];           //
    uint8_t secondaryKeyAuth[16];       /// //
    uint8_t reserved2[24];
} BS2SeosCard;
typedef struct {
    BS2SeosCard seos;
    uint8_t reserved[24];
} BS2CardConfigEx;

```

1. *oid\_ADF*

ADF . ( .)

2. *size\_ADF*

ADF size .

3. *reserved1*

.

4. *oid\_DataObjectID*

DataObjectID .

5. *size\_DataObject*

DataObject size .

6. *primaryKeyAuth*

Seoscard .

7. *secondaryKeyAuth*

Seoscard .

8. *reserved2*

.

9. *seos*

BS2SeosCard .

10. *reserved*

.

**BS2DstConfig**

```

enum {
    BS2_MAX_DST_SCHEDULE = 2,
};

typedef struct {
    uint16_t year;           // year, 0 means every year.
    uint8_t month;          // [0, 11] : months since January
    int8_t ordinal;         // [0, -1] : first, second, ..., last
    uint8_t weekDay;        // [0, 6] : days since Sunday

```

```

    uint8_t hour;           // [0, 23]
    uint8_t minute;        // [0, 59]
    uint8_t second;        // [0, 59]
} BS2WeekTime;

typedef struct {
    BS2WeekTime startTime;
    BS2WeekTime endTime;
    int32_t timeOffset;    // in seconds
    uint8_t reserved[4];
} BS2DstSchedule;

typedef struct {
    uint8_t numSchedules;
    uint8_t reserved[31];

    BS2DstSchedule schedules[BS2_MAX_DST_SCHEDULE];
} BS2DstConfig;

```

1. *year*  
 , 0 .
2. *month*  
 , 0 11 [1 -12 ] 가 .
3. *ordinal*  
 0 , .
4. *weekDay*  
 , 0 , 1 .
5. *hour*  
 24 .
6. *minute*  
 .
7. *second*  
 .
8. *startTime*  
 .
9. *endTime*  
 .
10. *timeOffset*  
 DST  
 1 , 3600 .
11. *reserved*  
 .
12. *numSchedules*  
 .

DST schedule

13. *schedules*

DST schedule 2

**BS2Configs**

```
typedef struct {
    uint32_t configMask;
    BS2FactoryConfig factoryConfig;
    BS2SystemConfig systemConfig;
    BS2AuthConfig authConfig;
    BS2StatusConfig statusConfig;
    BS2DisplayConfig displayConfig;
    BS2IpConfig ipConfig;
    BS2IpConfigExt ipConfigExt;
    BS2TNAConfig tnaConfig;
    BS2CardConfig cardConfig;
    BS2FingerprintConfig fingerprintConfig;
    BS2Rs485Config rs485Config;
    BS2WiegandConfig wiegandConfig;
    BS2WiegandDeviceConfig wiegandDeviceConfig;
    BS2InputConfig inputConfig;
    BS2WlanConfig wlanConfig;
    BS2TriggerActionConfig triggerActionConfig;
    BS2EventConfig eventConfig;
    BS2WiegandMultiConfig wiegandMultiConfig;
    BS1CardConfig card1xConfig;
    BS2SystemConfigExt systemExtConfig;
    BS2VoipConfig voipConfig;
    BS2FaceConfig faceConfig;
} BS2Configs;
```

1. *configMask*

configuration 가 mask

0x0000	None
0x0001	Factory configuration
0x0002	System configuration
0x0004	TCP/IP configuration
0x0008	RS485 configuration
0x0010	Wireless LAN configuration
0x0020	Authentication configuration
0x0040	Card configuration
0x0080	Fingerprint configuration
0x0100	Face configuration
0x0200	Trigger Action configuration

0x0400	Display configuration
0x0800	Sound configuration
0x1000	Status Signal(LED, Buzzer) configuration
0x2000	Wiegand configuration
0x4000	USB configuration
0x8000	Time and Attendance configuration
0x10000	Videophone configuration
0x20000	Interphone configuration
0x40000	Voice over IP configuration
0x80000	Input(Supervised input) configuration
0x100000	Wiegand IO Device configuration
0x200000	Time and Attendance configuration
0x400000	DNS and Server url configuration
0x800000	Event configuration
0x1000000	1x Card configuration
0x2000000	Multi-Wiegand configuration
0x4000000	Extended System configuration
0x8000000	Daylight Saving configuration (Deprecated)
0x10000000	RS485 Extended configuration
0x20000000	Extended Card configuration
0x40000000	Daylight Saving configuration
0xFFFFFFFF	All configuration

## BS2IPV6Config

```
enum {
    BS2_MAX_IPV6_ALLOCATED_ADDR = 8,
};

typedef struct {
    uint8_t useIPV6;
    uint8_t reserved1;
    uint8_t useDhcpV6;
    uint8_t useDnsV6;
    uint8_t reserved[1];
    char staticIpAddressV6[BS2_IPV6_ADDR_SIZE];
    char staticGatewayV6[BS2_IPV6_ADDR_SIZE];
    char dnsAddrV6[BS2_IPV6_ADDR_SIZE];
    char serverIpAddressV6[BS2_IPV6_ADDR_SIZE];
    uint16_t serverPortV6;
    uint16_t sslServerPortV6;
    uint16_t portV6;
    uint8_t numOfAllocatedAddressV6;
    uint8_t numOfAllocatedGatewayV6;
    uint8_t reserved[8];
};
```

```

char
allocatedIpAddressV6[BS2_IPV6_ADDR_SIZE][BS2_MAX_IPV6_ALLOCATED_ADDR];
char
allocatedGatewayV6[BS2_IPV6_ADDR_SIZE][BS2_MAX_IPV6_ALLOCATED_ADDR];
} BS2IpConfig;

```

1. *useIPv6*

IP V6                      flag                      .

2. *reserved1*

.

3. *useDhcpV6*

DHCP                      flag                      .

4. *useDnsV6*

server addresss                      server URL                      flag                      .

5. *staticIpAddressV6*

IP V6                      .

6. *staticGatewayV6*

IP V6                      .

7. *dnsAddrV6*

DNS V6                      .

8. *serverIpAddressV6*

connectionMode가 server mode                      , BioStar                      IP V6                      .

9. *serverPortV6*

connectionMode가 server mode                      , BioStar                      .

10. *sslServerPortV6*

connectionMode가 server mode                      , ssl                      .

11. *portV6*

IP V6                      .

12. *numOfAllocatedAddressV6*

IP V6                      .

13. *numOfAllocatedGatewayV6*

IP V6                      .

14. *reserved*

.

15. *allocatedIpAddressV6*

IP V6                      . numOfAllocatedAddressV6

16. *allocatedGatewayV6*

IP V6

. numOfAllocatedGatewayV6

## BS2DesFireCardConfigEx

```
typedef struct {
    uint8_t appMasterKey[16];
    uint8_t fileReadKey[16];
    uint8_t fileWriteKey[16];
    uint8_t fileReadKeyNumber;
    uint8_t fileWriteKeyNumber;
    uint8_t reserved[2];
} BS2DesFireAppLevelKey;           ///< 52 bytes

typedef struct {
    BS2DesFireAppLevelKey desfireAppKey;    ///< 52 bytes
    uint8_t reserved[16];
} BS2DesFireCardConfigEx;           ///< 68 bytes
```

1. *appMasterKey*  
DesFire application master key
2. *fileReadKey*  
key
3. *fileWriteKey*  
key
4. *fileReadKeyNumber*  
key key index
5. *fileWriteKeyNumber*  
key key index
6. *reserved*
7. *desfireAppKey*  
DesFire
8. *reserved*

## BS2AuthConfigExt

```
typedef struct {
    uint32_t extAuthSchedule[BS2_MAX_NUM_OF_EXT_AUTH_MODE];
    uint8_t useGlobalAPB;
    uint8_t globalAPBFailAction;
```

```

uint8_t useGroupMatching;
uint8_t reserved;

uint8_t reserved2[4];

uint8_t usePrivateAuth;
uint8_t faceDetectionLevel;
uint8_t useServerMatching;
uint8_t useFullAccess;

uint8_t matchTimeout;
uint8_t authTimeout;
uint8_t numOperators;
uint8_t reserved3[1];

struct {
    char userID[BS2_USER_ID_SIZE];
    uint8_t level;
    uint8_t reserved[3];
} operators[BS2_MAX_OPERATORS];

uint8_t reserved4[256];
} BS2AuthConfigExt;
    
```

1. extAuthSchedule

가

가

0

11	BS2_EXT_AUTH_MODE_FACE_ONLY	
12	BS2_EXT_AUTH_MODE_FACE_FINGERPRINT	+
13	BS2_EXT_AUTH_MODE_FACE_PIN	+ PIN
14	BS2_EXT_AUTH_MODE_FACE_FINGERPRINT_OR_PIN	+ /PIN
15	BS2_EXT_AUTH_MODE_FACE_FINGERPRINT_PIN	+ + PIN
16	BS2_EXT_AUTH_MODE_FINGERPRINT_ONLY	
17	BS2_EXT_AUTH_MODE_FINGERPRINT_FACE	+
18	BS2_EXT_AUTH_MODE_FINGERPRINT_PIN	+ PIN
19	BS2_EXT_AUTH_MODE_FINGERPRINT_FACE_OR_PIN	+ /PIN
20	BS2_EXT_AUTH_MODE_FINGERPRINT_FACE_PIN	+ + PIN
21	BS2_EXT_AUTH_MODE_CARD_ONLY	
22	BS2_EXT_AUTH_MODE_CARD_FACE	+
23	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT	+
24	BS2_EXT_AUTH_MODE_CARD_PIN	+ PIN
25	BS2_EXT_AUTH_MODE_CARD_FACE_OR_FINGERPRINT	+ /

26	BS2_EXT_AUTH_MODE_CARD_FACE_OR_PIN	+ /PIN
27	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_OR_PIN	+ /PIN
28	BS2_EXT_AUTH_MODE_CARD_FACE_OR_FINGERPRINT_OR_PIN	+ /PIN /
29	BS2_EXT_AUTH_MODE_CARD_FACE_FINGERPRINT	+ +
30	BS2_EXT_AUTH_MODE_CARD_FACE_PIN	+ + PIN
31	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_FACE	+ +
32	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_PIN	+ + PIN
33	BS2_EXT_AUTH_MODE_CARD_FACE_OR_FINGERPRINT_PIN	+ + PIN /
34	BS2_EXT_AUTH_MODE_CARD_FACE_FINGERPRINT_OR_PIN	+ + /PIN
35	BS2_EXT_AUTH_MODE_CARD_FINGERPRINT_FACE_OR_PIN	+ + /PIN
36	BS2_EXT_AUTH_MODE_ID_FACE	ID +
37	BS2_EXT_AUTH_MODE_ID_FINGERPRINT	ID +
38	BS2_EXT_AUTH_MODE_ID_PIN	ID + PIN
39	BS2_EXT_AUTH_MODE_ID_FACE_OR_FINGERPRINT	ID + /
40	BS2_EXT_AUTH_MODE_ID_FACE_OR_PIN	ID + /PIN
41	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_OR_PIN	ID + /PIN
42	BS2_EXT_AUTH_MODE_ID_FACE_OR_FINGERPRINT_OR_PIN	ID + / /PIN
43	BS2_EXT_AUTH_MODE_ID_FACE_FINGERPRINT	ID + +
44	BS2_EXT_AUTH_MODE_ID_FACE_PIN	ID + + PIN
45	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_FACE	ID + +
46	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_PIN	ID + + PIN
47	BS2_EXT_AUTH_MODE_ID_FACE_OR_FINGERPRINT_PIN	ID + / + PIN
48	BS2_EXT_AUTH_MODE_ID_FACE_FINGERPRINT_OR_PIN	ID + + /PIN
49	BS2_EXT_AUTH_MODE_ID_FINGERPRINT_FACE_OR_PIN	ID + + /PIN

2. useGlobalAPB

flag .

3. globalAPBFailAction

BioStar

0	APB
1	Soft APB
2	Hard APB

4. *useGroupMatching*

flag .

5. *reserved*

.

6. *reserved2*

.

7. *usePrivateAuth*

flag .

8. *faceDetectionLevel*

A2 ,

Normal/Strict 가 , 가  
0 .

0	
1	Normal mode
2	Strict mode

A2 가 , FaceStation2 FaceLite .
--------------------------------

9. *useServerMatching*

Matching server flag .

10. *useFullAccess*

.

11. *matchTimeout*

(sec) .

12. *authTimeout*

(sec) .

13. *numOperators*

operator .

14. *reserved3*

.

15. *userID*

.

16. level  
가

0	
1	
2	
3	

Operator 가 , 가 operator **numOperators**

17. reserved

18. reserved4

### BS2FaceConfigExt

```
typedef struct {
    uint8_t thermalCheckMode;
    uint8_t maskCheckMode;
    uint8_t reserved[2];

    uint8_t thermalFormat;
    uint8_t reserved2;

    uint16_t thermalThresholdLow;
    uint16_t thermalThresholdHigh;
    uint8_t maskDetectionLevel;
    uint8_t auditTemperature;

    uint8_t useRejectSound;
    uint8_t useOverlapThermal;
    uint8_t useDynamicROI;
    uint8_t faceCheckOrder;
} BS2FaceConfigExt;
```

1. thermalCheckMode

HARD , thermalThreshold ,  
SOFT , thermalThreshold ,

thermalCheckMode가 (0) ,  
thermalFormat, thermalThreshold, auditTemperature, useOverlapThermal  
useRejectSound sound , faceCheckOrder

0		
1	(HARD)	
2	(SOFT)	

2. maskCheckMode

Visual Face

HARD maskDetectionLevel

SOFT maskDetectionLevel 가

maskCheckMode가 (0) , maskDetectionLevel useRejectSound faceCheckOrder 가

[+2.9.8] (3) Mask Check Mode가 Check Before Authentication 가 , maskDetectionLevel

[BS2DeviceCapabilities - authDenyMaskSupported](#)

0		
1	(HARD)	
2	(SOFT)	
3		

3. reserved

4. thermalFormat

0		
1		

5. reserved2

6. thermalThresholdLow

, 100 가 , 100 (1°) 4500 (45°) 3200 (32°) , thermalThresholdHigh 3200 (32°) , 3200 (32°)

7. thermalThresholdHigh

, 100 가 , 100 (1°) 4500 (45°) 3800(38°) , thermalThresholdLow 3800 (38°) , 3800 (38°)

8. maskDetectionLevel

### Visual Face

0		
1		
2		
3		

9. *auditTemperature*

10. *useRejectSound*

thermalThreshold      maskDetectionLevel

11. *useOverlapThermal*

12. *useDynamicROI*

true

13. *faceCheckOrder*

ID                      , PIN

0		
1		
2		

### BS2ThermalCameraConfig

```
typedef struct {
    uint8_t distance;
    uint8_t emissionRate;

    struct {
        uint16_t x;
        uint16_t y;
        uint16_t width;
        uint16_t height;
    } roi;

    uint8_t useBodyCompensation;
    int8_t compensationTemperature;
}
```

```

} BS2ThermalCameraConfig;

```

1. *distance*

cm 100

2. *emissionRate*

가  
[95/97/98] 가 98

3. *roi*

ROI(Region of interest)  
(x, y) , (width, height)

4. *useBodyCompensation*

5. *compensationTemperature*

가  
10 , -50 50

### BS2BarcodeConfig

```

typedef struct {
    uint8_t useBarcode;
    uint8_t scanTimeout;
    uint8_t bypassData;
    uint8_t treatAsCSN;

    uint8_t useVisualBarcode;
    uint8_t motionSensitivity;
    uint8_t visualCameraScanTimeout;
    uint8_t reserved[9];
} BS2BarcodeConfig;

```

1. *useBarcode*

XS2-QR Barcode flag

2. *scanTimeout*

Barcode scan  
4 , 4~10 가

4	BS2_BARCODE_TIMEOUT_DEFAULT	
4	BS2_BARCODE_TIMEOUT_MIN	
10	BS2_BARCODE_TIMEOUT_MAX	

3. *bypassData*

[+2.8.2] barcode , ,  
 barcode  
 32 byte (BS2CSNCard data ) ,  
 BS2\_SetBarcodeScanListener , 512 byte barcode

4. treatAsCSN

[+2.8.2] Barcode CSN  
 XS2-QR 1.1.3 , false ,  
 barcode ASCII code 32 126  
 (BS2\_WriteQRCode )  
 true , barcode CSN  
 , 가 barcode  
 , card type , CSN barcode

5. useVisualBarcode

[+ 2.9.1] Visual barcode flag .

XS2-Finger	V1.2.0
XS2-Card	V1.2.0
BS3	V1.1.0

Visual barcode QR code sensor가 , visual camera QR code  
 가  
 BS2\_EnableDeviceLicense .

6. motionSensitivity

[+ 2.9.1] Visual barcode , .

0	BS2_MOTION_SENSITIVITY_LOW	
1	BS2_MOTION_SENSITIVITY_NORMAL	
2	BS2_MOTION_SENSITIVITY_HIGH	

7. visualCameraScanTimeout

[+ 2.9.1] Visual camera scan .  
 10 , 3~20 가 .

10	BS2_VISUAL_BARCODE_TIMEOUT_DEFAULT	
3	BS2_VISUAL_BARCODE_TIMEOUT_MIN	
20	BS2_VISUAL_BARCODE_TIMEOUT_MAX	

### 8. reserved

## BS2InputConfigEx

```

typedef struct {
    uint8_t    numInputs;
    uint8_t    numSupervised;
    union {
        uint16_t value;
        struct {
            uint16_t tamperAuxIndex : 4;
            uint16_t acFailAuxIndex : 4;
            uint16_t aux0Type : 1;
            uint16_t aux1Type : 1;
            uint16_t aux2Type : 1;
            uint16_t reserved : 1;
            uint16_t fireAuxIndex : 4;
        } field;
    } aux;
    uint8_t    reserved[16];

    struct {
        uint8_t    portIndex;
        uint8_t    switchType;
        uint16_t    duration;

        uint8_t    reserved;
        uint8_t    supervisedResistor;
        BS2SupervisedInputConfig supervisedConfig;

        uint8_t    reserved2[26];
    } inputs[BS2_MAX_INPUT_NUM_EX];

    uint8_t    reserved2[200];
} BS2InputConfigEx;

```

#### 1. numInputs

Input

#### 2. numSupervised

supervised input

#### 3. tamperAuxIndex, acFailAuxIndex, fireAuxIndex

[+2.9.9] Aux . 4bit CS20, DI24

Aux	
AC Fail	0
TAMPER	1
FIRE	2

4. *aux0Type, aux1Type, aux2Type*

[+2.9.9] Aux

0	Normally Open
1	Normally Closed

5. *reserved*6. *portIndex*

Input

7. *switchType*

Input

0	Normally Open
1	Normally Closed

8. *duration*

Input (ms)

9. *reserved*10. *supervisedResistor*

Supervised input, (unsupervised)

0	1K
1	2.2K
2	4.7K
3	10K
254	Unsupervised( )

11. *reserved2*12. *reserved2***BS2RelayActionConfig**

```
typedef struct {
    uint32_t    deviceID;           ///< 4 bytes
    uint8_t    reserved[16];       ///< 16 bytes

    struct {
```

```

uint8_t port;          ///< 1 byte (relay port)
uint8_t reserved0;    ///< 1 byte
uint8_t disconnEnabled; ///< 1 byte (RS485
disconnection)
uint8_t reserved[9];  ///< 9 bytes

struct {
    uint8_t port;      ///< 1 byte (input port)
    uint8_t type;      ///< 1 byte (linkage/latching/release)
    uint8_t mask;      ///< 1 byte (alarm/fault)
    uint8_t reserved[9]; ///< 9 bytes
} input[BS2_MAX_RELAY_ACTION_INPUT]; ///< 192 bytes
} relay[BS2_MAX_RELAY_ACTION];      ///< 816 bytes

uint8_t reserved2[152]; ///< 152 bytes
} BS2RelayActionConfig;
    
```

1. *deviceID*

2. *reserved*

3. *relay*  
Relay

4. *port*  
Relay port

5. *reserved0*

6. *disconnEnabled*  
true , RS485

7. *reserved*

8. *input*  
relay port가 input port

9. *port*  
Input port

10. *type*  
input input  
Linkage mask alarm 가

type		
NONE	0	
LINKAGE	1	input relay
LATCHING	2	



```

uint8_t exitButton;          /// *, #, 0~9
uint8_t reserved1;
uint8_t numPhoneBook;
BS2_BOOL showExtensionNumber;

BS2ExtensionNumber phonebook[128];

uint8_t resolution;
uint8_t transport;
uint8_t reserved2[30];      ///< 30 bytes (reserved)
} BS2VoipConfigExt;

```

1. *phoneNumber*

2. *description*

3. *reserved*

4. *enabled*  
VoIP extension

5. *useOutboundProxy*  
Outbound

6. *registrationDuration*  
SIP  
, 60~600

7. *address*  
SIP ( BioStar) IP

8. *port*  
SIP 5060

9. *speaker*  
0 100 50

10. *mic*  
0 100 50

11. *id*  
SIP ID

12. *password*  
SIP

13. *authorizationCode*  
SIP

14. *outboundProxy*  
Outbound

15. *address*

Outbound IP

16. *port*

Outbound

17. *reserved*18. *exitButton*

*	'*' ASCII code 42
#	'#' ASCII code 35
0~9	'0'~'9' ASCII code (48~57)

19. *reserved1*20. *numPhoneBook*21. *showExtensionNumber*22. *phonebook*

128

23. *resolution*

[+2.9.8]

0	360 x 640
1	720 x 480

24. *transport*

[+2.9.8]

0	UDP
1	TCP
2	SSL

25. *reserved2***BS2RtspConfig**

```
typedef struct {
    BS2_USER_ID id;
```

```

BS2_USER_ID password;

BS2_URL address;

BS2_PORT port;
BS2_B00L enabled;
uint8_t reserved;           ///< 1 byte (packing)

uint8_t resolution;
uint8_t reserved2[31];     ///< 31 bytes (reserved)
} BS2RtspConfig;

```

1. *id*

RTSP , .

2. *password*

RTSP , .

3. *address*

RTSP .

4. *port*

RTSP . 554 .

5. *enabled*

RTSP .

6. *reserved*

.

7. *resolution*

[+2.9.8] .

0	180 x 320
1	720 x 480

8. *reserved2*

.

### BS2License

```

typedef struct {
    uint8_t index;
    uint8_t hasCapability;
    uint8_t enable;
    uint8_t reserved;
    BS2_LICENSE_TYPE licenseType;
    BS2_LICENSE_SUB_TYPE licenseSubType;
    uint32_t enableTime;
}

```

```

uint32_t    expiredTime;
uint32_t    issueNumber;
uint8_t     name[BS2_USER_ID_SIZE];
} BS2License;

```

1. *index*

2. *hasCapability*

가

1

3. *enable*

가

4. *reserved*

5. *licenseType*

0x0000	None
0x0001	Visual QR

6. *licenseSubType*

*licenseType*

0	None
1	Visual QR (CodeCorp)

7. *enableTime*

, POSIX time

8. *expiredTime*

, 0

9. *issueNumber*

10. *name*

### BS2LicenseConfig

```

typedef struct {
    uint8_t    version;
    uint8_t    numOfLicense;
    uint8_t    reserved[2];
}

```

```

    BS2License      license[BS2_MAX_LICENSE_COUNT];
    uint8_t         reserved1[16];
} BS2LicenseConfig;

```

1. *version*

2. *numOfLicense*

3. *reserved*

4. *license*

16

5. *reserved1*

### BS2OsdpStandardConfig

```

typedef struct {
    uint32_t      baudRate;           ///< 4 bytes
    uint8_t       channelIndex;      ///< 1 byte
    uint8_t       useResistance;     ///< 1 byte
    uint8_t       numOfDevices;      ///< 1 byte
    BS2_OSDP_CHANNEL_TYPE channelType; ///< 1 byte
    BS2OsdpStandardDevice
slaveDevices[BS2_RS485_MAX_SLAVES_PER_CHANNEL]; ///< 28 * 32 = 896 bytes
    uint8_t       reserved[4];       ///< 4 bytes
} BS2OsdpStandardChannel;           ///< 908 bytes

typedef struct {
    uint8_t       mode[BS2_RS485_MAX_CHANNELS_EX];    ///< 8 byte
    uint16_t      numOfChannels;                      ///< 2 byte
    uint8_t       reserved[2];                        ///< 2 bytes
    (packing)
    uint8_t       reserved1[32];                      ///< 32 bytes
    (reserved)
    BS2OsdpStandardChannel channels[BS2_RS485_MAX_CHANNELS_EX]; ///<
908 * 8 bytes = 7264 bytes
} BS2OsdpStandardConfig;           ///< 7308 bytes

```

1. *baudRate*

OSDP

9600
19200
38400

57600
115200

2. *channelIndex*

OSDP 가 RS485

3. *useRegistance*

flag . -

4. *numOfDevices*

5. *channelType*

RS485 가  
CoreStation40 , 가 0~4 5 ,  
OSDP 가 , Suprema , OSDP 0

Suprema 가 , Suprema ,  
channelType 1 . OSDP 가 , OSDP , channelType  
2 . Suprema 가 , OSDP ,  
CoreStation40 Suprema , OSDP  
OSDP 가 가 2 ,  
channelType 3 가

0	Normal
1	Suprema
2	OSDP
3	OSDP FULL

6. *slaveDevices*

7. *reserved*

8. *mode*

RS485 flag , 2023/1/12  
Osdp standard config CoreStation40 master

0	
1	Master
2	Slave
3	Standalone ( )

9. *numOfChannels*

. CoreStation40 5

10. reserved

11. reserved1

12. channels

OSDP

8 가 , CoreStation40 5 가 0~4

## BS2OsdpStandardActionConfig

```
typedef struct{
    BS2_B00L use;          ///< 1 byte
    uint8_t readerNumber;  ///< 1 byte
    uint8_t ledNumber;     ///< 1 byte

    BS2_OSDP_STANDARD_LED_COMMAND tempCommand;  ///< 1 byte
    uint8_t tempOnTime;          ///< 1 byte
    uint8_t tempOffTime;        ///< 1 byte
    BS2_OSDP_STANDARD_COLOR tempOnColor;       ///< 1 byte
    BS2_OSDP_STANDARD_COLOR tempOffColor;      ///< 1 byte
    uint16_t tempRunTime;        ///< 2 bytes

    BS2_OSDP_STANDARD_LED_COMMAND permCommand;  ///< 1 byte
    uint8_t permOnTime;          ///< 1 byte
    uint8_t permOffTime;        ///< 1 byte
    BS2_OSDP_STANDARD_COLOR permOnColor;       ///< 1 byte
    BS2_OSDP_STANDARD_COLOR permOffColor;     ///< 1 byte

    uint8_t reserved;           ///< 1 byte
} BS2OsdpStandardLedAction;  ///< 16 bytes

typedef struct {
    BS2_B00L use;          ///< 1 byte
    uint8_t readerNumber;  ///< 1 byte
    BS2_OSDP_STANDARD_TONE tone;          ///< 1 byte
    uint8_t onTime;        ///< 1 byte
    uint8_t offTime;       ///< 1 byte
    uint8_t numOfCycle;    ///< 1 byte
    uint8_t reserved[2];   ///< 2 bytes
} BS2OsdpStandardBuzzerAction;  ///< 8 bytes

typedef struct {
    BS2_OSDP_STANDARD_ACTION_TYPE actionType;  ///< 1 byte
    uint8_t reserved[3];                       ///< 3 bytes
    BS2OsdpStandardLedAction led[2];          ///< 16 x 2 = 32 bytes
    BS2OsdpStandardBuzzerAction buzzer;      ///< 8 bytes
}
```

```

} BS20sdpStandardAction;           ///< 44 bytes

typedef struct
{
    uint8_t          version;           ///< 1 byte
    uint8_t          reserved[3];      ///< 3 bytes
    BS20sdpStandardAction actions[BS2_OSDP_STANDARD_ACTION_MAX_COUNT];
    ///< 44 x 32 = 1408
} BS20sdpStandardActionConfig;      ///< 1412 bytes
    
```

1. use

LED action

2. readerNumber

OSDP

3. ledNumber

OSDP 가 LED

4. tempCommand

Temporary command

0	No Operation
1	Cancel
2	Set

5. tempOnTime

Temporary command LED가 , 100ms  
 2 LED on 20

6. tempOffTime

Temporary command LED가 , 100ms  
 1 LED off 10

7. tempOnColor

Temporary command On LED

0	BLACK
1	RED
2	GREEN
3	AMBER
4	BLUE
5	MAGENTA
6	CYAN
7	WHITE

8. tempOffColor

Temporary command Off LED



tone On/Off . 0 .

22. *reserved*

23. *actionType*  
action

0	None
1	Success
2	Fail
3	Wait input

24. *reserved*

25. *led*  
OSDP LED

26. *buzzer*  
OSDP buzzer

27. *version*  
Action configuration . 0 .

28. *reserved*

29. *actions*  
OSDP LED/buzzer , 32 .

## BS2CustomMifareCard

```
typedef struct {
    uint8_t primaryKey[6];
    uint8_t reserved1[2];
    uint8_t secondaryKey[6];
    uint8_t reserved2[2];
    uint16_t startBlockIndex;
    uint8_t dataSize;
    uint8_t skipBytes;
    uint8_t reserved[4];
} BS2CustomMifareCard;
```

1. *primaryKey*  
Mifare card

2. *reserved1*

3. *secondaryKey*

Mifare card

4. *reserved2*

5. *startBlockIndex*

Mifare data storage start block index

6. *dataSize*

가 byte

7. *skipBytes*

가 0 , byte

8. *reserved*

### BS2CustomDesFireCard

```

typedef struct {
    uint8_t primaryKey[16];
    uint8_t secondaryKey[16];
    uint8_t appID[3];
    uint8_t fileID;
    uint8_t encryptionType; // 0: DES/3DES, 1: AES
    uint8_t operationMode; // 0: legacy(use picc master key), 1: new mode(use app master, file read, file write key)
    uint8_t dataSize;
    uint8_t skipBytes;
    uint8_t reserved[4];
    BS2DesFireAppLevelKey desfireAppKey; //<52 bytes
} BS2CustomDesFireCard; //<96 Bytes

```

1. *primaryKey*

DesFire card . ( )

2. *secondaryKey*

DesFire card . ( )

3. *appID*

DESFire

4. *fileID*

DESFire

5. *encryptionType*

0	DES/3DES
1	AES

#### 6. *operationMode*

0	(PICC master key )
1	(App master key )

#### 7. *dataSize*

가 byte

#### 8. *skipBytes*

가

0 , byte

#### 9. *reserved*

#### 10. *desfireAppKey*

DesFire card

( )

## BS2CustomCardConfig

```
typedef struct {
    uint8_t primaryKey[16];
    uint8_t secondaryKey[16];
    uint16_t startBlockIndex;
    uint8_t dataSize;
    uint8_t skipBytes;
    uint8_t reserved[16];
} BS2CustomMifareCardEx;

typedef struct {
    BS2_CARD_DATA_TYPE dataType;
    BS2_BOOL useSecondaryKey;
    uint8_t reserved1[2];

    BS2CustomMifareCard mifare;
    BS2CustomDesFireCard desfire;
    BS2CustomMifareCardEx mifareEx;
    BS2_MIFARE_ENCRYPTION mifareEncType;
    uint8_t reserved3[67];

    BS2_CARD_BYTE_ORDER smartCardByteOrder;
    uint8_t reserved4[3];
}
```

```

    BS2_UID formatID;
    uint8_t reserved5[8];
} BS2CustomCardConfig;
    
```

1. *primaryKey*

Mifare card

2. *secondaryKey*

Mifare card

3. *startBlockIndex*

Mifare data storage start block index

4. *datasize*

가 byte

5. *skipBytes*

가

0

byte

6. *reserved*

7. *dataType*

Card

0	
1	
2	UTF16
3	BCD

8. *useSecondaryKey*

flag

9. *reserved1*

10. *mifare*

Mifare custom card

11. *desfire*

DESFire custom card

12. *mifareEx*

[+2.9.9] Mifare Custom Card AES128

13. *mifareEncType*

[+2.9.9] Mifare Custom Card Mifare Classic CRYPTO1  
 Mifare Plus CRYPTO1 AES128

CRYPTO1                    BS2CustomMifareCard    Mifare                    , AES128  
 BS2CustomMifareConfigEx    mifareEx

0	CRYPTO1
1	AES128

14. reserved3

15. smartCardByteOrder

MSB      LSB

0	MSB
1	LSB

16. reserved4

17. formatID

BioStar 2                    card configuration                    가

18. reserved5

### BS2MifareCardConfigEx

```
typedef struct {
    uint8_t primaryKey[16];
    uint8_t secondaryKey[16];
    uint16_t startBlockIndex;
    uint8_t reserved[14];
} BS2MifareCardEx;

typedef struct {
    BS2MifareCardEx mifareEx;
    uint8_t reserved[16];
} BS2MifareCardConfigEx;
```

1. primaryKey

Mifare card

2. secondaryKey

Mifare card

3. startBlockIndex

Mifare data storage                    start block index

## 4. reserved

**BS2FacilityCodeConfig**

```
typedef struct{
    uint8_t code[4];
} BS2FacilityCode;

typedef struct{
    uint8_t numFacilityCode;
    uint8_t reserved0[3];
    BS2FacilityCode facilityCodes[16];
    uint8_t reserved1[128];
} BS2FacilityCodeConfig;
```

1. *numFacilityCode*  
FacilityCode

16

2. *reserved0*

3. *BS2FacilityCode*  
Door Interface(DI-24)

OSDP

4. *reserved1*

**BS2Rs485ConfigEXDynamic**

```
typedef struct {
    BS2_DEVICE_ID    deviceID;        ///<
    BS2_DEVICE_TYPE  deviceType;      ///< 2 bytes
    BS2_B00L         enableOSDP;      ///< 1 byte
    BS2_B00L         connected;       ///< 1 bytes (packing)

    union {
        uint8_t      channelInfo;
        BS2_DEVICE_ID  parentID;
    };
} BS2Rs485SlaveDeviceEX;

typedef struct {
    uint32_t          baudRate;
    uint8_t           channelIndex;
    uint8_t           useRegistance;
    uint8_t           numOfDevices;
    BS2_OSDP_CHANNEL_TYPE  channelType;
```

```

    BS2Rs485SlaveDeviceEX *slaveDevices;
} BS2Rs485ChannelEXDynamic;

typedef struct {
    BS2_RS485_MODE mode[8];
    uint16_t numOfChannels;
    uint8_t reserved[2];
    uint8_t reserved1[32];
    BS2Rs485ChannelEXDynamic channels[8];
} BS2Rs485ConfigEXDynamic;

```

baudRate 가 .  
: CoreStation 20(CS-20, CS-20P), Door Interface(DI-24)

1. baudRate

RS485

9600
19200
38400
57600
115200

2. channelIndex

RS485 network

3. useRegistance

flag

4. numOfDevices

5. slaveDevices

가

Host	16
0	2
1	2

6. slaveDevices

RS485

flag

1	Master

2	Slave
3	Standalone

CoreStation Master 가 . .

7. numOfChannels

RS485

8. reserved

9. reserved1

10. channels

RS485

8

- 1) , Maximum Transmission Unit
- 2) , Most Significant Bit
- 3) , Least Significant Bit

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