

Device API 1

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Device API

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BS2SimpleDeviceInfo

```
typedef struct
{
    uint32_t id;
    uint16_t type;
    uint8_t connectionMode;
    uint32_t ipv4Address;
    uint16_t port;
    uint32_t maxNumOfUser;
    uint8_t userNameSupported;
    uint8_t userPhotoSupported;
    uint8_t pinSupported;
    uint8_t cardSupported;
    uint8_t fingerSupported;
    uint8_t faceSupported;
    uint8_t wlanSupported;
}
```

```

uint8_t tnaSupported;
uint8_t triggerActionSupported;
uint8_t wiegandSupported;
uint8_t imageLogSupported;
uint8_t dnsSupported;
uint8_t jobCodeSupported;
uint8_t wiegandMultiSupported;
uint8_t rs485Mode;
uint8_t sslSupported;
uint8_t rootCertExist;
uint8_t dualIDSupported;
uint8_t useAlphanumericID;
uint32_t connectedIP;
uint8_t phraseCodeSupported;
uint8_t card1xSupported;
uint8_t systemExtSupported;
uint8_t voipSupported;
}BS2SimpleDeviceInfo;

```

1. *id*

1

2. *type*

| | |
|------|----------------|
| | |
| 0x00 | Unknown Type |
| 0x01 | BioEntry Plus |
| 0x02 | BioEntry W |
| 0x03 | BioLite Net |
| 0x04 | Xpass |
| 0x05 | Xpass S2 |
| 0x06 | Secure IO 2 |
| 0x07 | DM-20 |
| 0x08 | BioStation 2 |
| 0x09 | BioStation A2 |
| 0x0A | FaceStation 2 |
| 0x0B | IO Device |
| 0x0C | BioStation L2 |
| 0x0D | BioEntry W2 |
| 0x0E | CoreStation 40 |
| 0x0F | Output Module |
| 0x10 | Input Module |
| 0x11 | BioEntry P2 |
| 0x12 | BioLite N2 |
| 0x13 | XPass2 |
| 0x14 | XPass S3 |
| 0x15 | BioEntry R2 |
| 0x16 | XPass D2 |

| | |
|------|--------------------------|
| | |
| 0x17 | Door Module 21 |
| 0x18 | XPass D2 Keypad |
| 0x19 | FACELITE |
| 0x1A | XPass2 Keypad |
| 0x1B | XPass D2 Revision |
| 0x1C | XPass D2 Keypad Revision |
| 0x1D | FaceStation F2 Finger |
| 0x1E | FaceStation F2 |
| 0x1F | XStation 2 QR |
| 0x20 | XStation 2 |
| 0x21 | Input Module 120 |
| 0x22 | XStation 2 Finger |

3. *connectionMode*

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

[IP Config](#) .

4. *ipv4Address*

IP .

5. *port*

TCP .

6. *maxNumOfUser*

.

7. *userNameSupported*

flag .

8. *userPhotoSupported*

flag .

9. *pinSupported*

PIN flag .

10. *cardSupported*

flag .

11. *fingerSupported*

flag .

12. *faceSupported*

flag .

13. *wlanSupported*

flag .

14. *tnaSupported*

flag .

15. *triggerActionSupported*
trigger action flag .
16. *wiegandSupported*
Wiegand flag .
17. *imageLogSupported*
flag .
18. *dnsSupported*
DNS flag .
19. *jobCodeSupported*
Job Code flag .
20. *wiegandMultiSupported*
wiegandMulti flag .
21. *rs485Mode*
RS485 .
22. *sslSupported*
ssl flag .
23. *rootCertExist*
root 가 flag .
24. *dualIDSsupported*
dualID(,) flag .
25. *useAlphanumericID*
AlphanumericID flag .
26. *connectedIP*
가 ip . (0xFFFFFFFF if disconnected)
27. *phraseCodeSupported*
flag .
28. *card1xSupported*
1.x ToC flag .
29. *systemExtSupported*
RS-485 flag .
30. *voipSupported*
VoIP flag .

BS2SimpleDeviceInfoEx

BS2SimpleDeviceInfo 가 .

```
typedef struct
{
    enum
    {
        BS2_SUPPORT_RS485EX      = 0x00000001,
        BS2_SUPPORT_CARDEX      = 0x00000002,
        BS2_SUPPORT_DST         = 0x00000004,
        BS2_SUPPORT_DESFIREEX   = 0x00000008,
        BS2_SUPPORT_FACE_EX     = 0x00000010,
        BS2_SUPPORT_QR          = 0x00000020,

        BS2_SUPPORT_FINGER_SCAN = 0x00010000,
        BS2_SUPPORT_FACE_SCAN   = 0x00020000,
        BS2_SUPPORT_FACE_EX_SCAN = 0x00040000,
        BS2_SUPPORT_QR_SCAN     = 0x00080000,

        BS2_SUPPORT_ALL         = BS2_SUPPORT_RS485EX |
            BS2_SUPPORT_CARDEX |
            BS2_SUPPORT_DST |
            BS2_SUPPORT_DESFIREEX |
            BS2_SUPPORT_FACE_EX |
            BS2_SUPPORT_QR |
            BS2_SUPPORT_FINGER_SCAN |
            BS2_SUPPORT_FACE_SCAN |
            BS2_SUPPORT_FACE_EX_SCAN |
            BS2_SUPPORT_QR_SCAN,
    };

    uint32_t supported;
    uint8_t reserved[4];
}BS2SimpleDeviceInfoEx;
```

1. supported

가 BS2SimpleDeviceInfo
bit masking

가 가 .

| | | |
|--------------------------|------------|-------------------------------------|
| BS2_SUPPORT_RS485EX | 0x00000001 | RS485 (CoreStation 40) |
| BS2_SUPPORT_CARDEX | 0x00000002 | iClass SEOS |
| BS2_SUPPORT_DST | 0x00000004 | |
| BS2_SUPPORT_DESFIREEX | 0x00000008 | DesFire [+ V2.6.4] |
| BS2_SUPPORT_FACE_EX | 0x00000010 | FaceStation F2 [+ V2.7.1] |
| BS2_SUPPORT_QR | 0x00000020 | QR XStation 2 QR [+ V2.8.0] |
| BS2_SUPPORT_FINGER_SCAN | 0x00010000 | 가 [+ V2.7.1] |
| BS2_SUPPORT_FACE_SCAN | 0x00020000 | 가 FaceStation2, FaceLite [+ V2.7.1] |
| BS2_SUPPORT_FACE_EX_SCAN | 0x00040000 | 가 FaceStation F2 [+ V2.7.1] |

| | | |
|---------------------|-------------|-------------------------------|
| | | |
| BS2_SUPPORT_QR_SCAN | 0x00080000 | QR 가 XStation 2 [+ V2.8.0] |
| BS2_SUPPORT_ALL | 0x000FFFFFF | 가 |

2. reserved

BS2ResourceElement

```
typedef struct
{
    uint8_t type;
    uint32_t numResData;
    struct {
        uint8_t index;
        uint32_t dataLen;
        uint8_t* data;
    } resData[128];
}BS2ResourceElement;
```

1. type

| | | |
|---|-------------------|-------|
| | | |
| 0 | UI(Langauge pack) | |
| 1 | Notice message | UTF-8 |
| 2 | Image(Background) | PNG |
| 3 | Slide image | PNG |
| 4 | Sound | WAVE |

2. numResData

3. index

4. dataLen

5. data

BS2IPv6DeviceInfo

```
enum {
    BS2_MAX_IPV6_ALLOCATED_ADDR = 8,
```

```
};

typedef struct
{
    BS2_DEVICE_ID id;
    uint8_t reserved[1];
    uint8_t bIPv6Mode;
    char ipv6Address[BS2_IPV6_ADDR_SIZE];
    uint16_t portV6;
    char connectedIPv6[BS2_IPV6_ADDR_SIZE];
    uint8_t numOfAllocatedAddressV6;
    char
    allocatedIpAddressV6[BS2_IPV6_ADDR_SIZE][BS2_MAX_IPV6_ALLOCATED_ADDR];
}BS2IPv6DeviceInfo;
```

1. *id*

2. *reserved*

3. *bIPv6Mode*

가 IP V6

flag

4. *ipv6Address*

IP V6

5. *portV6*

IP V6

6. *connectedIPv6*

가

IP V6

7. *numOfAllocatedAddressV6*

IP V6

8. *allocatedIpAddressV6*

IP V6

. numOfAllocatedAddressV6

BS2AuthOperatorLevel

```
typedef struct {
    char userID[BS2_USER_ID_SIZE];
    uint8_t level;
    uint8_t reserved[3];
} BS2operator;

typedef BS2operator BS2AuthOperatorLevel;
```

1. *userID*

2. *level*

가

| | |
|---|--|
| | |
| 0 | |
| 1 | |
| 2 | |
| 3 | |

3. *reserved*

BS2DeviceCapabilities

[+ 2.8]

```
typedef struct {
    uint32_t maxUsers;           ///< 4 bytes
    uint32_t maxEventLogs;      ///< 4 bytes
    uint32_t maxImageLogs;     ///< 4 bytes
    uint32_t maxBlacklists;    ///< 4 bytes
    uint32_t maxOperators;     ///< 4 bytes
    uint32_t maxCards;         ///< 4 bytes
    uint32_t maxFaces;         ///< 4 bytes
    uint32_t maxFingerprints;  ///< 4 bytes
    uint32_t maxUserNames;     ///< 4 bytes
    uint32_t maxUserImages;    ///< 4 bytes
    uint32_t maxUserJobs;      ///< 4 bytes
    uint32_t maxUserPhrases;   ///< 4 bytes
    uint8_t  maxOutputPorts;   ///< 1 byte
    uint8_t  maxRelays;        ///< 1 byte
    uint8_t  maxRS485Channels;  ///< 1 byte

    uint8_t cameraSupported: 1;
    uint8_t tamperSupported: 1;
    uint8_t wlanSupported: 1;
    uint8_t displaySupported: 1;
    uint8_t thermalSupported: 1;
    uint8_t maskSupported: 1;
    uint8_t faceExSupported: 1;
    uint8_t unused: 1;

    union {
        uint32_t mask;           ///< 4 bytes
        struct {
            uint32_t EM: 1;
        };
    };
};
```

```

    uint32_t HIDProx: 1;
    uint32_t MifareFelica: 1;
    uint32_t iClass: 1;
    uint32_t ClassicPlus: 1;
    uint32_t DesFireEV1: 1;
    uint32_t SRSE: 1;
    uint32_t SEOS: 1;
    uint32_t NFC: 1;
    uint32_t BLE: 1;
    uint32_t CustomClassicPlus: 1;
    uint32_t CustomDesFireEV1: 1;
    uint32_t TOM_NFC: 1;
    uint32_t TOM_BLE: 1;
    uint32_t CustomFelica: 1;
    uint32_t reserved: 16;
    uint32_t useCardOperation: 1;
};
} cardSupported;

struct {
    BS2_B00L extendedMode;          ///< 1 byte
    union {
        uint8_t mask;              ///< 1 byte
        struct {
            uint8_t card: 1;
            uint8_t fingerprint: 1;
            uint8_t face: 1;
            uint8_t id: 1;
            uint8_t pin: 1;
            uint8_t reserved: 3;
        };
    } credentials;
    uint8_t reserved[2];           ///< 2 bytes
    union {
        struct {
            union {
                uint8_t mask;      ///< 1 byte
                struct {
                    uint8_t biometricOnly: 1;
                    uint8_t biometricPIN: 1;
                    uint8_t unused: 6;
                };
            } biometricAuth;
        };
        union {
            uint8_t mask;         ///< 1 byte
            struct {
                uint8_t cardOnly: 1;
                uint8_t cardBiometric: 1;
                uint8_t cardPIN: 1;
                uint8_t cardBiometricOrPIN: 1;
            };
        };
    };
};

```

```
        uint8_t cardBiometricPIN: 1;
        uint8_t unused: 3;
    };
} cardAuth;

union {
    uint8_t mask;    ///< 1 byte
    struct {
        uint8_t idBiometric: 1;
        uint8_t idPIN: 1;
        uint8_t idBiometricOrPIN: 1;
        uint8_t idBiometricPIN: 1;
        uint8_t unused: 4;
    };
} idAuth;
} legacy;

struct {
    union {
        uint32_t mask;    ///< 4 bytes
        struct {
            uint32_t faceOnly: 1;
            uint32_t faceFingerprint: 1;
            uint32_t facePIN: 1;
            uint32_t faceFingerprintOrPIN: 1;
            uint32_t faceFingerprintPIN: 1;
            uint32_t unused: 27;
        };
    } faceAuth;

    union {
        uint32_t mask;    ///< 4 bytes
        struct {
            uint32_t fingerprintOnly: 1;
            uint32_t fingerprintFace: 1;
            uint32_t fingerprintPIN: 1;
            uint32_t fingerprintFaceOrPIN: 1;
            uint32_t fingerprintFacePIN: 1;
            uint32_t unused: 27;
        };
    } fingerprintAuth;

    union {
        uint32_t mask;    ///< 4 bytes
        struct {
            uint32_t cardOnly: 1;
            uint32_t cardFace: 1;
            uint32_t cardFingerprint: 1;
            uint32_t cardPIN: 1;
            uint32_t cardFaceOrFingerprint: 1;
            uint32_t cardFaceOrPIN: 1;
        };
    };
};
```

```

        uint32_t cardFingerprintOrPIN: 1;
        uint32_t cardFaceOrFingerprintOrPIN: 1;
        uint32_t cardFaceFingerprint: 1;
        uint32_t cardFacePIN: 1;
        uint32_t cardFingerprintFace: 1;
        uint32_t cardFingerprintPIN: 1;
        uint32_t cardFaceOrFingerprintPIN: 1;
        uint32_t cardFaceFingerprintOrPIN: 1;
        uint32_t cardFingerprintFaceOrPIN: 1;
        uint32_t unused: 17;
    };
} cardAuth;

union {
    uint32_t mask;    ///< 4 bytes
    struct {
        uint32_t idFace: 1;
        uint32_t idFingerprint: 1;
        uint32_t idPIN: 1;
        uint32_t idFaceOrFingerprint: 1;
        uint32_t idFaceOrPIN: 1;
        uint32_t idFingerprintOrPIN: 1;
        uint32_t idFaceOrFingerprintOrPIN: 1;
        uint32_t idFaceFingerprint: 1;
        uint32_t idFacePIN: 1;
        uint32_t idFingerprintFace: 1;
        uint32_t idFingerprintPIN: 1;
        uint32_t idFaceOrFingerprintPIN: 1;
        uint32_t idFaceFingerprintOrPIN: 1;
        uint32_t idFingerprintFaceOrPIN: 1;
        uint32_t unused: 18;
    };
} idAuth;
} extended;
};
} authSupported;

uint8_t intelligentPDSupported: 1;
uint8_t updateUserSupported: 1;
uint8_t simulatedUnlockSupported: 1;
uint8_t smartCardByteOrderSupported: 1;
uint8_t treatAsCSNSupported: 1;
uint8_t rtspSupported: 1;
uint8_t lfdSupported: 1;
uint8_t visualQRSupported: 1;

uint8_t maxVoipExtensionNumbers;    ///< 1 byte

uint8_t osdpStandardCentralSupported : 1;    ///< 1 byte
uint8_t enableLicenseFuncSupported : 1;    ///< 1 byte
uint8_t keypadBacklightSupported: 1;

```

```

uint8_t uzWirelessLockDoorSupported: 1;
uint8_t customSmartCardSupported: 1;
uint8_t tomSupported: 1;
uint8_t tomEnrollSupported: 1;
uint8_t showOsdpResultbyLED: 1;

uint8_t customSmartCardFelicaSupported: 1;
uint8_t ignoreInputAfterWiegandOut: 1;
uint8_t setSlaveBaudrateSupported: 1;
uint8_t unused: 5;

uint16_t visualFaceTemplateVersion;
uint8_t unused2[2];

uint8_t reserved[424];
} BS2DeviceCapabilities;

```

1. *maxUsers*
가 . ()
2. *maxEventLogs*
가 . ()
3. *maxImageLogs*
가 . ()
4. *maxBlacklists*
가 . ()
5. *maxOperators*
가 . ()
6. *maxCards*
가 . ()
7. *maxFaces*
가 . ()
8. *maxFingerprints*
가 . ()
9. *maxUserNames*
가 . ()
10. *maxUserImages*
가 . ()
11. *maxUserJobs*
가 . (Job code)
12. *maxUserPhrases*
가 . ()
13. *maxCardsPerUser*

- 가 . ()
- 14. *maxFacesPerUser*
가 . ()
- 15. *maxFingerprintsPerUser*
가 . ()
- 16. *maxInputPorts*
가 . ()
- 17. *maxOutputPorts*
가 . ()
- 18. *maxRelays*
가 . ()
- 19. *maxRS485Channels*
가 . (RS485)
- 20.
가 가 bit .

| | | | |
|---|---|------------------|-----------------|
| | | | |
| 0 | 1 | cameraSupported | . |
| 1 | 1 | tamperSupported | . |
| 2 | 1 | wlanSupported | . |
| 3 | 1 | displaySupported | . |
| 4 | 1 | thermalSupported | . |
| 5 | 1 | maskSupported | . |
| 6 | 1 | faceExSupported | Visual camera . |
| 7 | 1 | unused | . |

- 21. *cardSupported*
. mask bit

| | | | |
|----|---|--------------------------|----------------------|
| | | | |
| - | | mask | |
| 0 | 1 | EM | EM |
| 1 | 1 | HIDProx | HID Proximity |
| 2 | 1 | MifareFelica | MIFARE / FeliCa |
| 3 | 1 | iClass | iClass |
| 4 | 1 | ClassicPlus | Classic plus |
| 5 | 1 | DesFireEV1 | DESFire EV1 |
| 6 | 1 | SRSE | iClass SR, iClass SE |
| 7 | 1 | SEOS | iClass SEOS |
| 8 | 1 | NFC | NFC |
| 9 | 1 | BLE | BLE |
| 10 | 1 | ClassicPlus(Custom card) | ClassicPlus() |
| 11 | 1 | DesFireEV1(Custom card) | DesFireEV1() |

| | | | |
|----|----|---------------------|------------|
| | | | |
| 12 | 1 | TOM NFC | TOM NFC |
| 13 | 1 | TOM BLE | TOM BLE |
| 14 | 1 | FeliCa(Custom card) | FeliCa () |
| 15 | 16 | reserved | |
| 31 | 1 | useCardOperation | |

22. *authSupported*

23. *extendedMode*

true , , authSupported.extended .
 false , authSupported.lagacy .

24. *credentials*

. mask bit

| | | | |
|---|---|-------------|-----|
| | | | |
| - | | mask | |
| 0 | 1 | card | |
| 1 | 1 | fingerprint | |
| 2 | 1 | face | |
| 3 | 1 | id | ID |
| 4 | 1 | pin | PIN |
| 5 | 3 | reserved | |

25. *reserved*

26. *legacy*

27. *biometricAuth*

()Biometric .

| | | | |
|---|---|---------------|-----------------|
| | | | |
| - | | mask | |
| 0 | 1 | biometricOnly | Biometric only |
| 1 | 1 | biometricPIN | Biometric + PIN |
| 2 | 6 | unused | |

28. *cardAuth*

()Card .

| | | | |
|---|---|---------------|------------------|
| | | | |
| - | | mask | |
| 0 | 1 | cardOnly | Card only |
| 1 | 1 | cardBiometric | Card + Biometric |
| 2 | 1 | cardPIN | Card + PIN |

| | | | |
|---|---|--------------------|------------------------|
| | | | |
| 3 | 1 | cardBiometricOrPIN | Card + Biometric/PIN |
| 4 | 1 | cardBiometricPIN | Card + Biometric + PIN |
| 5 | 3 | unused | |

29. *idAuth*

()ID

| | | | |
|---|---|------------------|----------------------|
| | | | |
| - | | mask | |
| 0 | 1 | idBiometric | ID + Biometric |
| 1 | 1 | idPIN | ID + PIN |
| 2 | 1 | idBiometricOrPIN | ID + Biometric/PIN |
| 3 | 1 | idBiometricPIN | ID + Biometric + PIN |
| 4 | 4 | unused | |

30. *extended*31. *faceAuth*

()

| | | | |
|---|----|----------------------|--------------------------|
| | | | |
| - | | mask | |
| 0 | 1 | faceOnly | Face only |
| 1 | 1 | faceFingerprint | Face + Fingerprint |
| 2 | 1 | facePIN | Face + PIN |
| 3 | 1 | faceFingerprintOrPIN | Face + Fingerprint/PIN |
| 4 | 1 | faceFingerprintPIN | Face + Fingerprint + PIN |
| 5 | 27 | unused | |

32. *fingerprintAuth*

()

| | | | |
|---|----|----------------------|--------------------------|
| | | | |
| - | | mask | |
| 0 | 1 | fingerprintOnly | Fingerprint only |
| 1 | 1 | fingerprintFace | Fingerprint + Face |
| 2 | 1 | fingerprintPIN | Fingerprint + PIN |
| 3 | 1 | fingerprintFaceOrPIN | Fingerprint + Face/PIN |
| 4 | 1 | fingerprintFacePIN | Fingerprint + Face + PIN |
| 5 | 27 | unused | |

33. *cardAuth*

()

| | | | |
|---|---|----------|-----------|
| | | | |
| - | | mask | |
| 0 | 1 | cardOnly | Card only |

| | | | |
|----|----|----------------------------|-------------------------------|
| | | | |
| 1 | 1 | cardFace | Card + Face |
| 2 | 1 | cardFingerprint | Card + Fingerprint |
| 3 | 1 | cardPIN | Card + PIN |
| 4 | 1 | cardFaceOrFingerprint | Card + Face/Fingerprint |
| 5 | 1 | cardFaceOrPIN | Card + Face/PIN |
| 6 | 1 | cardFingerprintOrPIN | Card + Fingerprint/PIN |
| 7 | 1 | cardFaceOrFingerprintOrPIN | Card + Face/Fingerprint/PIN |
| 8 | 1 | cardFaceFingerprint | Card + Face + Fingerprint |
| 9 | 1 | cardFacePIN | Card + Face + PIN |
| 10 | 1 | cardFingerprintFace | Card + Fingerprint + Face |
| 11 | 1 | cardFingerprintPIN | Card + Fingerprint + PIN |
| 12 | 1 | cardFaceOrFingerprintPIN | Card + Face/Fingerprint + PIN |
| 13 | 1 | cardFaceFingerprintOrPIN | Card + Face + Fingerprint/PIN |
| 14 | 1 | cardFingerprintFaceOrPIN | Card + Fingerprint + Face/PIN |
| 15 | 17 | unused | . |

34. *idAuth*

()ID

| | | | |
|----|----|--------------------------|-----------------------------|
| | | | |
| - | | mask | |
| 1 | 1 | idFace | ID + Face |
| 2 | 1 | idFingerprint | ID + Fingerprint |
| 3 | 1 | idPIN | ID + PIN |
| 4 | 1 | idFaceOrFingerprint | ID + Face/Fingerprint |
| 5 | 1 | idFaceOrPIN | ID + Face/PIN |
| 6 | 1 | idFingerprintOrPIN | ID + Fingerprint/PIN |
| 7 | 1 | idFaceOrFingerprintOrPIN | ID + Face/Fingerprint/PIN |
| 8 | 1 | idFaceFingerprint | ID + Face + Fingerprint |
| 9 | 1 | idFacePIN | ID + Face + PIN |
| 10 | 1 | idFingerprintFace | ID + Fingerprint + Face |
| 11 | 1 | idFingerprintPIN | ID + Fingerprint + PIN |
| 12 | 1 | idFaceOrFingerprintPIN | ID + Face/Fingerprint + PIN |
| 13 | 1 | idFaceFingerprintOrPIN | ID + Face + Fingerprint/PIN |
| 14 | 1 | idFingerprintFaceOrPIN | ID + Fingerprint + Face/PIN |
| 15 | 18 | unused | . |

35.

가 가 bit

| | | | |
|---|---|-----------------------------|--|
| | | | |
| 0 | 1 | intelligentPDSupported | Intelligent PD . (BS2Rs485Config) |
| 1 | 1 | updateUserSupported | update . |
| 2 | 1 | simulatedUnlockSupported | Simulated . |
| 3 | 1 | smartCardByteOrderSupported | smartCardByteOrder . (BS2CardConfig) |

| | | | |
|---|---|---------------------|---|
| 4 | 1 | treatAsCSNSupported | treatAsCSN . (BS2BarcodeConfig) |
| 5 | 1 | rtspSupported | RTSP . (BS2RtspConfig) |
| 6 | 1 | lfdSupported | LFD . |
| 7 | 1 | visualQRSupported | Visual QR . |

36. *maxVoipExtensionNumbers*
VoIP .

37. 2 bit .

| | | | |
|---|---|------------------------------|---|
| 0 | 1 | osdpStandardCentralSupported | OSDP Standard . (BS2OsdpStandardConfig) |
| 1 | 1 | enableLicenseFuncSupported | Device license . (BS2LicenseConfig) |
| 2 | 1 | keypadBacklightSupported | Keypad backlight . |
| 3 | 1 | uzWirelessLockDoorSupported | U&Z wireless lock . |
| 4 | 1 | customSmartCardSupported | Custom card . (BS2CustomCardConfig) |
| 5 | 1 | tomSupported | ToM . |
| 6 | 1 | tomEnrollSupported | ToM . |
| 7 | 1 | showOsdpResultbyLED | OSDP standard 가 . (BS2DisplayConfig) |

38. 3 bit .

| | | | |
|---|---|--------------------------------|----------------------------|
| 0 | 1 | customSmartCardFelicaSupported | FeliCa custom smart card . |
| 1 | 1 | ignoreInputAfterWiegandOut | Wiegand , 가 |
| 2 | 1 | setSlaveBaudrateSupported | RS485 slave baudrate . |
| 3 | 5 | unused | . |

39. *visualFaceTemplateVersion*
Visual face 가 / .

40. *unused2* .

41. *reserved* .

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