

Log Management API 1

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Log Management API

API

- [BS2_GetLog](#): 가 .
- [BS2_GetFilteredLog](#): 가 .
- [BS2_ClearLog](#): .
- [BS2_StartMonitoringLog](#): .
- [BS2_StopMonitoringLog](#): .
- [BS2_GetLogBlob](#): EventMask 가 .
- [BS2_GetFilteredLogSinceEventId](#): 가 .

```
typedef void (*OnLogReceived)(uint32_t deviceId, BS2Event* log);
```

1. OnLogReceived

BS2Event

```
typedef struct {
    uint32_t id;
    uint32_t dateTime;
    uint32_t deviceId;
    union {
        char userID[BS2_USER_ID_SIZE];
        uint32_t uid;
        uint32_t doorID;
        uint32_t liftID;
        uint32_t zoneID;
        struct {
            uint32_t ioDeviceID;
            uint16_t port;
            int8_t value;
            uint8_t reserved[25];
        };
        struct {
            uint32_t zoneID;
            uint32_t doorID;
            uint32_t ioDeviceID;
        };
    };
};
```

```

        uint16_t port;
        uint8_t reserved[18];
    } alarm;
    struct {
        uint32_t zoneID;
        uint32_t doorID[4];
        uint8_t reserved[12];
    } interlock;
};
union {
    uint16_t code;
    struct {
        uint8_t subCode;
        uint8_t mainCode;
    };
};
uint8_t param;
#ifdef LESS_THAN_SDK_2_6_0
    BS2_B00L image;           // Deprecated in V2.6.0
#else
    uint8_t image: 1;        // bit           image   DST
    uint8_t isDST: 1;
    uint8_t half: 1;
    uint8_t hour: 4;
    uint8_t negative: 1;
#endif
} BS2Event;
    
```

1. *id*
 - 가 1 가 .
2. *dateTime*
 - 가 , UTC (sec) .
3. *deviceID*
 - 가 .
4. *userID*
 - 0 .
5. *uid*
 - doorID , zoneID ,
 - uid .
 - uid, doorID, liftID, zoneID union .
6. *doorID*
 - 가 .
7. *liftID*
 - 가 .

8. *zoneID*

가

9. *ioDeviceID*

Door Input

Door Input

0

10. *port*

ioDeviceID

port

11. *value*

ioDeviceID port value

BS2_PORT_VALUE_UNKNOWN : -1

BS2_PORT_VALUE_OPEN : 0

BS2_PORT_VALUE_CLOSED : 1

BS2_PORT_VALUE_SUPERVISED_SHORT : 2

BS2_PORT_VALUE_SUPERVISED_OPEN : 3

12. *alarm.zoneID*

13. *alarm.doorID*

14. *interlock.zoneID*

15. *interlock.doorID*

16. *subCode*

가 가

| | | | |
|------------|--|------|-------------|
| | | | |
| Verify | BS2_SUB_EVENT_VERIFY_ID_PIN | 0x01 | PIN |
| | BS2_SUB_EVENT_VERIFY_ID_FINGER | 0x02 | |
| | BS2_SUB_EVENT_VERIFY_ID_FINGER_PIN | 0x03 | PIN |
| | BS2_SUB_EVENT_VERIFY_ID_FACE | 0x04 | |
| | BS2_SUB_EVENT_VERIFY_ID_FACE_PIN | 0x05 | PIN |
| | BS2_SUB_EVENT_VERIFY_CARD | 0x06 | |
| | BS2_SUB_EVENT_VERIFY_CARD_PIN | 0x07 | PIN |
| | BS2_SUB_EVENT_VERIFY_CARD_FINGER | 0x08 | |
| | BS2_SUB_EVENT_VERIFY_CARD_FINGER_PIN | 0x09 | , , PIN |
| | BS2_SUB_EVENT_VERIFY_CARD_FACE | 0x0A | |
| | BS2_SUB_EVENT_VERIFY_CARD_FACE_PIN | 0x0B | , , PIN |
| | BS2_SUB_EVENT_VERIFY_AOC | 0x0C | AOC |
| | BS2_SUB_EVENT_VERIFY_AOC_PIN | 0x0D | AOC PIN |
| | BS2_SUB_EVENT_VERIFY_AOC_FINGER | 0x0E | AOC |
| | BS2_SUB_EVENT_VERIFY_AOC_FINGER_PIN | 0x0F | AOC , , PIN |
| Identify | BS2_SUB_EVENT_IDENTIFY_FINGER | 0x01 | |
| | BS2_SUB_EVENT_IDENTIFY_FINGER_PIN | 0x02 | PIN |
| | BS2_SUB_EVENT_IDENTIFY_FACE | 0x03 | |
| | BS2_SUB_EVENT_IDENTIFY_FACE_PIN | 0x04 | PIN |
| Auth | BS2_SUB_EVENT_DUAL_AUTH_FAIL_TIMEOUT | 0x01 | (2) |
| | BS2_SUB_EVENT_DUAL_AUTH_FAIL_ACCESS_GROUP | 0x02 | 2 |
| Credential | BS2_SUB_EVENT_CREDENTIAL_ID | 0x01 | |
| | BS2_SUB_EVENT_CREDENTIAL_CARD | 0x02 | |
| | BS2_SUB_EVENT_CREDENTIAL_PIN | 0x03 | PIN |
| | BS2_SUB_EVENT_CREDENTIAL_FINGER | 0x04 | |
| | BS2_SUB_EVENT_CREDENTIAL_FACE | 0x05 | |
| | BS2_SUB_EVENT_CREDENTIAL_AOC_PIN | 0x06 | AOC PIN |
| | BS2_SUB_EVENT_CREDENTIAL_AOC_FINGER | 0x07 | AOC |
| Auth | BS2_SUB_EVENT_AUTH_FAIL_INVALID_AUTH_MODE | 0x01 | |
| | BS2_SUB_EVENT_AUTH_FAIL_INVALID_CREDENTIAL | 0x02 | |
| | BS2_SUB_EVENT_AUTH_FAIL_TIMEOUT | 0x03 | |

| | | | |
|--------|--|------|-----------|
| | | | |
| Access | BS2_SUB_EVENT_ACCESS_DENIED_ACCESS_GROUP | 0x01 | |
| | BS2_SUB_EVENT_ACCESS_DENIED_DISABLED | 0x02 | |
| | BS2_SUB_EVENT_ACCESS_DENIED_EXPIRED | 0x03 | |
| | BS2_SUB_EVENT_ACCESS_DENIED_ON_BLACKLIST | 0x04 | |
| | BS2_SUB_EVENT_ACCESS_DENIED_APB | 0x05 | APB |
| | BS2_SUB_EVENT_ACCESS_DENIED_TIMED_APB | 0x06 | Timed APB |
| | BS2_SUB_EVENT_ACCESS_DENIED_FORCED_LOCK | 0x07 | |
| APB | BS2_SUB_EVENT_ZONE_HARD_APB | 0x01 | APB |
| | BS2_SUB_EVENT_ZONE_SOFT_APB | 0x02 | APB |

17. mainCode

| | | | |
|------|-----------------------------------|--------|-------------|
| | | | |
| Auth | BS2_EVENT_VERIFY_SUCCESS | 0x1000 | 1:1 |
| | BS2_EVENT_VERIFY_FAIL | 0x1100 | 1:1 |
| | BS2_EVENT_VERIFY_DURESS | 0x1200 | 1:1 |
| | BS2_EVENT_IDENTIFY_SUCCESS | 0x1300 | 1:N |
| | BS2_EVENT_IDENTIFY_FAIL | 0x1400 | 1:N |
| | BS2_EVENT_IDENTIFY_DURESS | 0x1500 | 1:N |
| | BS2_EVENT_DUAL_AUTH_SUCCESS | 0x1600 | (2) |
| | BS2_EVENT_DUAL_AUTH_FAIL | 0x1700 | (2) |
| | BS2_EVENT_AUTH_FAILED | 0x1800 | |
| | BS2_EVENT_ACCESS_DENIED | 0x1900 | 가 APB |
| | BS2_EVENT_FAKE_FINGER_DETECTED | 0x1A00 | |
| User | BS2_EVENT_USER_ENROLL_SUCCESS | 0x2000 | |
| | BS2_EVENT_USER_ENROLL_FAIL | 0x2100 | |
| | BS2_EVENT_USER_UPDATE_SUCCESS | 0x2200 | |
| | BS2_EVENT_USER_UPDATE_FAIL | 0x2300 | |
| | BS2_EVENT_USER_DELETE_SUCCESS | 0x2400 | |
| | BS2_EVENT_USER_DELETE_FAIL | 0x2500 | |
| | BS2_EVENT_USER_DELETE_ALL_SUCCESS | 0x2600 | |
| | BS2_EVENT_USER_ISSUE_AOC_SUCCESS | 0x2700 | Access card |

| | | | |
|----------------------------------|--|--------|----------------------------|
| | | | |
| Device | BS2_EVENT_DEVICE_SYSTEM_RESET | 0x3000 | |
| | BS2_EVENT_DEVICE_SYSTEM_STARTED | 0x3100 | |
| | BS2_EVENT_DEVICE_TIME_SET | 0x3200 | |
| | BS2_EVENT_DEVICE_TIMEZONE_SET | 0x3201 | Time zone |
| | BS2_EVENT_DEVICE_DST_SET | 0x3202 | DST |
| | BS2_EVENT_DEVICE_LINK_CONNECTED | 0x3300 | LAN |
| | BS2_EVENT_DEVICE_LINK_DISCONNECTED | 0x3400 | LAN |
| | BS2_EVENT_DEVICE_DHCP_SUCCESS | 0x3500 | DHCP IP |
| | BS2_EVENT_DEVICE_ADMIN_MENU | 0x3600 | |
| | BS2_EVENT_DEVICE_UI_LOCKED | 0x3700 | |
| | BS2_EVENT_DEVICE_UI_UNLOCKED | 0x3800 | |
| | BS2_EVENT_DEVICE_COMM_LOCKED | 0x3900 | RS485 |
| | BS2_EVENT_DEVICE_COMM_UNLOCKED | 0x3A00 | RS485 |
| | BS2_EVENT_DEVICE_TCP_CONNECTED | 0x3B00 | TCP |
| | BS2_EVENT_DEVICE_TCP_DISCONNECTED | 0x3C00 | TCP |
| | BS2_EVENT_DEVICE_RS485_CONNECTED | 0x3D00 | RS485 |
| | BS2_EVENT_DEVICE_RS485_DISCONNECTED | 0x3E00 | RS485 |
| | BS2_EVENT_DEVICE_INPUT_DETECTED | 0x3F00 | 가 |
| | BS2_EVENT_DEVICE_TAMPER_ON | 0x4000 | 가 |
| | BS2_EVENT_DEVICE_TAMPER_OFF | 0x4100 | 가 |
| | BS2_EVENT_DEVICE_EVENT_LOG_CLEARED | 0x4200 | |
| | BS2_EVENT_DEVICE_FIRMWARE_UPGRADED | 0x4300 | 가 |
| | BS2_EVENT_DEVICE_RESOURCE_UPGRADED | 0x4400 | 가 |
| | BS2_EVENT_DEVICE_CONFIG_RESET | 0x4500 | 가 |
| BS2_EVENT_DEVICE_DATABASE_RESET | 0x4501 | 가 | |
| BS2_EVENT_DEVICE_FACTORY_RESET | 0x4502 | | |
| BS2_EVENT_DEVICE_CONFIG_RESET_EX | 0x4503 | 가 | |
| Supervised Input | BS2_EVENT_SUPERVISED_INPUT_SHORT | 0x4600 | Supervised Input () |
| | BS2_EVENT_SUPERVISED_INPUT_OPEN | 0x4700 | Supervised Input () |
| Device-Ex | BS2_EVENT_DEVICE_AC_FAIL | 0x4800 | AC Power |
| | BS2_EVENT_DEVICE_AC_SUCCESS | 0x4900 | AC Power |
| Door | BS2_EVENT_DOOR_UNLOCKED | 0x5000 | |
| | BS2_EVENT_DOOR_LOCKED | 0x5100 | |
| | BS2_EVENT_DOOR_OPENED | 0x5200 | |
| | BS2_EVENT_DOOR_CLOSED | 0x5300 | |
| | BS2_EVENT_DOOR_FORCED_OPEN | 0x5400 | |
| | BS2_EVENT_DOOR_HELD_OPEN | 0x5500 | |
| | BS2_EVENT_DOOR_FORCED_OPEN_ALARM | 0x5600 | BS2_EVENT_DOOR_FORCED_OPEN |
| | BS2_EVENT_DOOR_FORCED_OPEN_ALARM_CLEAR | 0x5700 | BS2_EVENT_DOOR_FORCED_OPEN |
| | BS2_EVENT_DOOR_HELD_OPEN_ALARM | 0x5800 | BS2_EVENT_DOOR_HELD_OPEN |
| | BS2_EVENT_DOOR_HELD_OPEN_ALARM_CLEAR | 0x5900 | BS2_EVENT_DOOR_HELD_OPEN |
| | BS2_EVENT_DOOR_APB_ALARM | 0x5A00 | APB |
| | BS2_EVENT_DOOR_APB_ALARM_CLEAR | 0x5B00 | APB |
| | BS2_EVENT_DOOR_RELEASE | 0x5C00 | |
| | BS2_EVENT_DOOR_LOCK | 0x5D00 | |
| | BS2_EVENT_DOOR_UNLOCK | 0x5E00 | |

| | | | |
|------|---|--------|------------------------------------|
| Zone | BS2_EVENT_ZONE_APB_VIOLATION | 0x6000 | APB |
| | BS2_EVENT_ZONE_APB_ALARM | 0x6100 | BS2_EVENT_ZONE_APB_VIOLATION |
| | BS2_EVENT_ZONE_APB_ALARM_CLEAR | 0x6200 | BS2_EVENT_ZONE_APB_VIOLATION |
| | BS2_EVENT_ZONE_TIMED_APB_VIOLATION | 0x6300 | TIMED APB |
| | BS2_EVENT_ZONE_TIMED_APB_ALARM | 0x6400 | BS2_EVENT_ZONE_TIMED_APB_VIOLATION |
| | BS2_EVENT_ZONE_TIMED_APB_ALARM_CLEAR | 0x6500 | BS2_EVENT_ZONE_TIMED_APB_VIOLATION |
| | BS2_EVENT_ZONE_FIRE_ALARM_INPUT | 0x6600 | |
| | BS2_EVENT_ZONE_FIRE_ALARM | 0x6700 | BS2_EVENT_ZONE_FIRE_ALARM_INPUT |
| | BS2_EVENT_ZONE_FIRE_ALARM_CLEAR | 0x6800 | BS2_EVENT_ZONE_FIRE_ALARM_INPUT |
| | BS2_EVENT_ZONE_SCHEDULED_LOCK_VIOLATION | 0x6900 | |
| | BS2_EVENT_ZONE_SCHEDULED_LOCK_START | 0x6A00 | |
| | BS2_EVENT_ZONE_SCHEDULED_LOCK_END | 0x6B00 | |
| | BS2_EVENT_ZONE_SCHEDULED_UNLOCK_START | 0x6C00 | |
| | BS2_EVENT_ZONE_SCHEDULED_UNLOCK_END | 0x6D00 | |
| | BS2_EVENT_ZONE_SCHEDULED_LOCK_ALARM | 0x6E00 | |
| | BS2_EVENT_ZONE_SCHEDULED_LOCK_ALARM_CLEAR | 0x6F00 | |

18. param

가 가 가 ,
가 . 가 .

| | | | |
|--------------|---------------------|-------|----|
| 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 |

19. image

SDK V2.6.0 1byte

- 가 (true/false).
- SDK V2.6.0 1byte bit
- 가
- DST

| | | | |
|-----------|---|----------|----------------------|
| SDK 2.6.0 | 8 | image | 가 |
| SDK 2.6.0 | 1 | image | 가 |
| | 1 | isDST | 가 DST |
| | 1 | half | DST가 30 . 0 0 , 1 30 |
| | 4 | hour | . 1~12 |
| | 1 | negative | 0 + , 1 - |

BS2EventBlob

```
typedef struct {
    uint16_t eventMask;
    uint32_t id;
    BS2EventExtInfo info;
    union
    {
        BS2_USER_ID userID; // valid if eventMask has
        BS2_EVENT_MASK_USER_ID
        uint8_t cardID[BS2_CARD_DATA_SIZE]; // valid if eventMask has
        BS2_EVENT_MASK_CARD_ID
        BS2_DOOR_ID doorID; // valid if eventMask has
        BS2_EVENT_MASK_DOOR_ID
        BS2_ZONE_ID zoneID; // valid if eventMask has
        BS2_EVENT_MASK_ZONE_ID
        BS2EventExtIoDevice ioDevice; // valid if eventMask has
        BS2_EVENT_MASK_IODEVICE
    };
    uint8_t tnaKey;
    uint32_t jobCode;
    uint16_t imageSize;
    uint8_t image[BS2_EVENT_MAX_IMAGE_SIZE];
    uint8_t reserved;
} BS2EventBlob;
```

1. eventMask

Event mask . mask ID(User, card, door, zone)

| | |
|---|-----------------|
| 0 | |
| 1 | BS2EventExtInfo |
| 2 | User ID |
| 4 | Card ID |

| | |
|-------|---------------------|
| | |
| 8 | Door ID |
| 16 | Zone ID |
| 32 | BS2EventExtIoDevice |
| 64 | Door ID |
| 128 | Zone ID |
| 256 | TNA Key |
| 512 | Job Code |
| 1024 | Image |
| 65535 | ALL |

2. *id*

가 1 가 .

3. *info*

BS2EventExtInfo .

4. *userID*

0 .

5. *cardID*

card card 0 .

6. *doorID*

door door 0 .

7. *zoneID*

zone zone 0 .

8. *ioDevice*

Door Input Door Input 0 .
(BS2EventExtIoDevice)

9. *tnaKey*

가 가 가 ,

10. *jobCode*

JobCode가 , JobCode JobCode

11. *imageSize*

size .

12. *image*

가

13. *reserved*

.

BS2EventExtInfo

```

typedef struct {
    uint32_t dateTime;
    uint32_t deviceID;
    union {                                     ///< 2 bytes
        BS2_EVENT_CODE code;
        struct {
            uint8_t subCode;
            uint8_t mainCode;
        };
    };
    uint8_t reserved[2];
} BS2EventExtInfo;

```

1. *dateTime*
가 , UTC (sec) .
2. *deviceID*
가 .
3. *subCode*
. 가 가
4. *mainCode*
.
5. *reserved*
.

BS2EventExtIoDevice

```

typedef struct {
    uint32_t ioDeviceID;
    uint16_t port;
    uint8_t value;
    uint8_t reserved[1];
} BS2EventExtIoDevice;

```

1. *ioDeviceID*
Door Input Door Input 0 .
2. *port*
port number .
3. *value*

port

| | |
|----|------------------|
| | |
| -1 | UNKNOWN |
| 0 | Open |
| 1 | Closed |
| 2 | Supervised Short |
| 3 | Supervised Open |

4. *reserved*

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