

**SDK API** ..... 1  
..... 1  
BS2EncryptKey ..... 1  
BS2LicenseBlob ..... 1  
BS2LicenseResult ..... 2

# SDK API

- [BS2\\_Version](#): SDK
- [BS2\\_AllocateContext](#): Context
- [BS2\\_ReleaseContext](#): Context
- [BS2\\_Initialize](#): Context
- [BS2\\_ReleaseObject](#):
- [BS2\\_MakePinCode](#): PIN
- [BS2\\_MakePinCodeWithKey](#): PIN . [+ 2.7.1]
- [BS2\\_SetMaxThreadCount](#):
- [BS2\\_ComputeCRC16CCITT](#): CRC-16 CCITT
- [BS2\\_GetCardModel](#): 가
- [BS2\\_SetDataEncryptKey](#): PIN . [+ 2.7.1]
- [BS2\\_RemoveDataEncryptKey](#):
- [BS2\\_SetDeviceSearchingTimeout](#):
- [BS2\\_SetDebugFileLog](#):
- [BS2\\_SetDebugFileLogEx](#): ( 가 ) [+ 2.8.3]

## BS2EncryptKey

```
enum
{
    BS2_ENC_KEY_SIZE = 32,
};

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

1. *key*

2. *reserved*

## BS2LicenseBlob

```
typedef struct {
```

```

    BS2_LICENSE_TYPE    licenseType;
    uint16_t            numOfDevices;
    BS2_DEVICE_ID*      deviceIDObjs;
    uint32_t            licenseLen;
    uint8_t*            licenseObj;
} BS2LicenseBlob;

```

1. *licenseType*

0x0000	None
0x0001	Visual QR

2. *numOfDevices*

3. *deviceIDObjs*

가 slave

4. *licenseLen*

5. *licenseObj*

### BS2LicenseResult

```

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

```

1. *deviceID*

2. *status*

0	Not supported ( )
1	Disable ( )
2	Enable ( )
3	Expired ( )

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