# Slave Control API

# Slave Control API

RS485                                                                 .

- **BS2_GetSlaveDevice**: RS485                                    .
- **BS2_SetSlaveDevice**:                                 /    /            .
- **BS2_GetSlaveExDevice**:          CoreStation           RS485
  .
- **BS2_SetSlaveExDevice**:          CoreStation                                    /    /
  .
- **BS2_SearchDevicesCoreStation**:                        CoreStation                 .
- **BS2_SearchDevicesCoreStationEx**: [+ 2.6.3]                      CoreStation
  . (host ip        )
- **BS2_GetDevicesCoreStation**:          CoreStation                  .
- **BS2_AddOsdpStandardDevice**: [+ 2.8.4] OSDP               .
- **BS2_GetOsdpStandardDevice**: [+ 2.8.4] OSDP                    .
- **BS2_GetAvailableOsdpStandardDevice**: [+ 2.8.4]                             OSDP
  .
- **BS2_UpdateOsdpStandardDevice**: [+ 2.8.4] OSDP                   .
- **BS2_RemoveOsdpStandardDevice**: [+ 2.8.4] OSDP                 .
- **BS2_GetOsdpStandardDeviceCapability**: [+ 2.8.4] OSDP                       .
- **BS2_SetOsdpStandardDeviceSecurityKey**: [+ 2.8.4] OSDP                      .

```
SDK
                                        .
```

## BS2Rs485SlaveDevice

```
typedef struct {
    uint32_t deviceID;
    uint16_t deviceType;
    uint8_t enableOSDP;
    uint8_t connected;
} BS2Rs485SlaveDevice;
```

1. *deviceID*
             .

2. *deviceType*
          .

3. *enableOSDP*

flag 입니다.

4. *connected*

flag 입니다.

## BS2Rs485SlaveDeviceEX

```
typedef struct {
    uint32_t deviceID;
    uint16_t deviceType;
    uint8_t enableOSDP;
    uint8_t connected;
    uint8_t channelInfo;
    uint8_t reserved[3];
} BS2Rs485SlaveDeviceEX;
```

1. *deviceID*

.

2. *deviceType*

.

3. *enableOSDP*

flag 입니다.

4. *connected*

flag 입니다.

5. *channelInfo*

Channel .

6. *reserved*

.

## BS2OsdpStandardDevice

```
typedef struct {
    BS2_DEVICE_ID    deviceID;       ///< 4 bytes
    BS2_DEVICE_TYPE    deviceType;       ///< 2 bytes
    BS2_BOOL        enableOSDP;      ///< 1 byte
    BS2_BOOL        connected;       ///< 1 byte

    uint8_t         channelInfo;    ///< 1 byte
    uint8_t         osdpID;         ///< 1 byte
    BS2_BOOL        supremaSearch;   ///< 1 byte
    BS2_BOOL        activate;       ///< 1 byte

    BS2_BOOL        useSecure;       ///< 1 byte
```

```
    uint8_t            vendorCode[3];    ///< 3 bytes

    BS2_VERSION        fwVersion;        ///< 4 bytes

    uint8_t            modelNumber;      ///< 1 byte
    uint8_t            modelVersion;     ///< 1 byte
    BS2_BOOL         readInfo;         ///< 1 byte
    uint8_t            reserved[25];     ///< 25 byte (packing)
} BS2OsdpStandardDevice;            ///< 48 bytes
```

1. *deviceID*
OSDP                  .

2. *deviceType*
                    BS2_DEVICE_TYPE_3RD_OSDP_DEVICE           .

3. *enableOSDP*
    true              .

4. *connected*
true    OSDP                          .

5. *channelInfo*
                .CoreStation40    0~4      5                            ,
        .

6. *osdpID*
OSDP              .

7. *supremaSearch*
OSDP              RS485                ,        false          .

8. *activate*
                        ,                                    ,
        .

9. *useSecure*
                        .
                                                ,
[BS2_SetOsdpStandardDeviceSecurityKey]              .

10. *vendorCode*
Vendor            .

11. *fwVersion*
OSDP      FW            .

12. *modelNumber*
OSDP                .

13. *modelVersion*
OSDP              .

14. *readInfo*
vendorCode    fwVersion, model    , OSDP                                              .
master                            .

15. *reserved*
                  .


## BS2OsdpStandardNotify

```
typedef struct {
    BS2_DEVICE_ID    deviceID;        ///< 4 bytes
    BS2_DEVICE_TYPE    deviceType;        ///< 2 bytes
    BS2_BOOL        enableOSDP;        ///< 1 byte
    BS2_BOOL        connected;        ///< 1 byte

    uint8_t            channelInfo;    ///< 1 byte
    uint8_t            osdpID;            ///< 1 byte
    BS2_BOOL        supremaSearch;    ///< 1 byte
    BS2_BOOL        activate;        ///< 1 byte

    BS2_BOOL        useSecure;        ///< 1 byte
    uint8_t            vendorCode[3];    ///< 3 bytes

    BS2_VERSION        fwVersion;        ///< 4 bytes

    uint8_t            modelNumber;    ///< 1 byte
    uint8_t            modelVersion;    ///< 1 byte
    BS2_BOOL        readInfo;        ///< 1 byte
    uint8_t            reserved[5];    ///< 5 bytes (packing)
} BS2OsdpStandardNotify;        ///< 48 bytes
```

1. *deviceID*
OSDP                    .

2. *deviceType*
                      .              BS2_DEVICE_TYPE_3RD_OSDP_DEVICE            .

3. *enableOSDP*
    true                .

4. *connected*
true       OSDP                                      .

5. *channelInfo*
                  . CoreStation40    0~4        5                          ,
      .

6. *osdpID*
OSDP              .

**7.** *supremaSearch*
OSDP                                   RS485                                    ,              false                          .

**8.** *activate*
                                                     ,                                                                          ,
                       .

**9.** *useSecure*
                                               .

[BS2_SetOsdpStandardDeviceSecurityKey](#)                                             .

**10.** *vendorCode*
Vendor                                  .

**11.** *fwVersion*
OSDP                 FW                              .

**12.** *modelNumber*
OSDP                                              .

**13.** *modelVersion*
OSDP                                              .

**14.** *readInfo*
vendorCode        fwVersion, model     , OSDP                                                              .
                                  master                                                .

**15.** *reserved*
                                   .


## BS2OsdpStandardDeviceAdd

```
typedef struct {
    uint8_t          osdpID;                    ///< 1 byte
    uint8_t          activate;                  ///< 1 byte
    uint8_t          useSecureSession;          ///< 1 byte
    uint8_t          deviceType;                ///< 1 byte
    BS2_DEVICE_ID    deviceID;                  ///< 4 bytes
} BS2OsdpStandardDeviceAdd;                     ///< 8 bytes
```

**1.** *osdpID*
OSDP                       .                                0~126                                                      .
                                                           ,
                       .                                                                                             .

**2.** *activate*
                                               .
                                                       , false
                       .

3. *useSecureSession*
보안 세션을 사용할지 여부를 나타냅니다.

보안 세션을 사용하려면, 사전에
[BS2_SetOsdpStandardDeviceSecurityKey](#) 함수를 통해 보안키를 설정해야 합니다.

4. *deviceType*
장치 유형입니다. BS2_DEVICE_TYPE_3RD_OSDP_DEVICE 값을 가집니다.

5. *deviceID*
장치 식별자입니다. 0 이면 아직 master 장치와 연결되지 않은 상태임을 나타냅니다.

## BS2OsdpStandardDeviceUpdate

```
typedef struct {
    uint8_t         osdpID;                      ///< 1 byte
    uint8_t          activate;                   ///< 1 byte
    uint8_t          useSecureSession;           ///< 1 byte
    uint8_t          deviceType;                 ///< 1 byte
    BS2_DEVICE_ID   deviceID;                    ///< 4 bytes
} BS2OsdpStandardDeviceUpdate;                   ///< 8 bytes
```

1. *osdpID*
OSDP 채널 식별자입니다. 설정 가능한 범위는 0~126 이며 중복되지 않아야 합니다.
장치가 정상적으로 연결되어 있다면, 해당 장치의
현재 채널 식별자를 나타냅니다. 설정하는 경우 변경하려는 채널 식별자를 나타냅니다.

2. *activate*
장치를 활성화할지 여부를 나타냅니다.
장치를 비활성화하려면, false 로
설정합니다.

3. *useSecureSession*
보안 세션을 사용할지 여부를 나타냅니다.

보안 세션을 사용하려면, 사전에
[BS2_SetOsdpStandardDeviceSecurityKey](#) 함수를 통해 보안키를 설정해야 합니다.

4. *deviceType*
장치 유형입니다. BS2_DEVICE_TYPE_3RD_OSDP_DEVICE 값을 가집니다.

5. *deviceID*
장치 식별자입니다.

## BS2OsdpStandardDeviceCapability

```
typedef struct {
    uint8_t                    compliance;
    uint8_t                    count;
} BS2OsdpStandardDeviceCapabilityItem;
```

```
typedef struct {
    BS2osdpStandardDeviceCapabilityItem input;         ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem    output;        ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem    led;         ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem    audio;        ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem    textOutput;      ///< 2 bytes
    BS2osdpStandardDeviceCapabilityItem    reader;        ///< 2 bytes

    uint16_t              recvBufferSize;        ///< 2 bytes
    uint16_t              largeMsgSize;        ///< 2 bytes

    uint8_t               osdpVersion;        ///< 1 byte
    uint8_t               cardFormat;         ///< 1 byte
    uint8_t               timeKeeping;        ///< 1 byte
    uint8_t               canCommSecure;        ///< 1 byte

    BS2_BOOL              crcSupport;        ///< 1 byte
    BS2_BOOL              smartCardSupport;      ///< 1 byte
    BS2_BOOL              biometricSupport;      ///< 1 byte
    BS2_BOOL              securePinEntrySupport;     ///< 1 byte

    uint8_t               reserved[4];        ///< 4 bytes
} BS2osdpStandardDeviceCapability;              ///< 28 bytes
```

1. *compliance*
PD      (function)              (compliance level)           .
   input, output, led, audio, textOutput          ,                        OSDP
              .

2. *count*
PD       (function)             (number of objects)            ,
          OSDP                 .

3. *input*
   (        )                        .

4. *output*
                  .

5. *led*
LED                  .

6. *audio*
Buzzer                  .

7. *textOutput*
                  .

8. *reader*
                  , count                  .

9. *recvBufferSize*

PD                                                                          .

10. *largeMsgSize*
PD                                                                          .

11. *osdpVersion*
OSDP                    .

12. *cardFormat*
                                        , O1, O2, O3                                              . OSDP
         compliance level                                     .

13. *timeKeeping*
PD                                                                                    . OSDP 2.2
             .

14. *canCommSecure*
                                               .

15. *crcSupport*
                                          .

16. *smartCardSupport*
                                             .

17. *biometricSupport*
                                             .

18. *securePinEntrySupport*
SPE(Secure PIN Entry)                                      .

19. *reserved*
                             .


## BS2OsdpStandardDeviceResult

```
typedef struct {
    BS2_DEVICE_ID    deviceID;
    BS2_OSDP_RESULT  result;
} BS2OsdpStandardDeviceResult;
```

1. *deviceID*
                          .

2. *result*
OSDP                                   .

| | |
|---|---|
| 0 | Success |
| 1 | Fail |

| | |
|---|---|
| 2 | Not available |

## BS2OsdpStandardDeviceSecurityKey

```
typedef struct {
    uint8_t    key[BS2_OSDP_STANDARD_KEY_SIZE];
    uint8_t    reserved[32];
} BS2OsdpStandardDeviceSecurityKey;
```

1. *key*
OSDP                    16byte                              .

2. *reserved*
                        .