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](): [+ 2.9.1] OSDP   .
- [BS2_GetOsdpStandardDevice](): [+ 2.9.1] OSDP   .
- [BS2_GetAvailableOsdpStandardDevice](): [+ 2.9.1]   OSDP
  .
- [BS2_UpdateOsdpStandardDevice](): [+ 2.9.1] OSDP   .
- [BS2_RemoveOsdpStandardDevice](): [+ 2.9.1] OSDP   .
- [BS2_GetOsdpStandardDeviceCapability](): [+ 2.9.1] OSDP   .
- [BS2_SetOsdpStandardDeviceSecurityKey](): [+ 2.9.1] 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 .

4. *connected*

flag .

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 .

4. *connected*

flag .

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*
                   .

BS2OsdpStandardDeviceAvailable

```
typedef struct {
    uint8_t                      channelIndex;          ///< 1 byte
    BS2_OSDP_CHANNEL_TYPE    channelType;              ///< 1 byte
    uint8_t                      maxOsdpDevice;          ///< 1 byte
    uint8_t                      numOsdpAvailibleDevice;   ///< 1 byte
    BS2_DEVICE_ID             deviceIDs[8];           ///< 4 x 8 = 32
bytes
} BS2OsdpStandardChannelInfo;                       ///< 36 bytes

typedef struct {
    uint8_t                   numOfChannel;          ///< 1 byte
    uint8_t                   reserved[3];           ///< 3 bytes
    BS2OsdpStandardChannelInfo channels[BS2_RS485_MAX_CHANNELS_EX]; ///< 36
x 8 = 288 bytes
    uint8_t                   reserved1[32];         ///< 32 bytes
} BS2OsdpStandardDeviceAvailable;                    ///< 288 bytes + 36
```

1. *channelIndex*
OSDP   .

2. *channelType*
RS485   .
CoreStation40   ,   0~ 4   5   ,
OSDP   .
                              , Suprema   , OSDP   0
          .
              Suprema   ,   Suprema   ,
channelType   1   . OSDP   .
            OSDP   ,   OSDP   , channelType
    2   . Suprema   .
CoreStation40   Suprema   , OSDP   .
      OSDP   2   ,
              channelType   3   .

0	Normal
1	Suprema
2	OSDP
3	OSDP FULL

3. *maxOsdpDevice*

channelType 1 32 , 2 3 2 .

4. *numOsdpAvailibleDevice*

5. *deviceIDs*

( ) .

6. *numOfChannel*

. CoreStation40 5 .

7. *reserved*

.

8. *channels*

OSDP .

8 , CoreStation40 5 0~4

.

9. *reserved1*

.

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　O~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*
                                .
                                                                ,
[BS2_SetOsdpStandardDeviceSecurityKey](#)   .

4. *deviceType*
                . BS2_DEVICE_TYPE_3RD_OSDP_DEVICE   .

5. *deviceID*
            . 0   master   .

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   .   0~126   .
                                                    ,
            .
                                                                                      .

2. *activate*
                                .
                              , false
        .

3. *useSecureSession*
                                .

,
[BS2_SetOsdpStandardDeviceSecurityKey](#)   .

4. *deviceType*
                        . BS2_DEVICE_TYPE_3RD_OSDP_DEVICE   .

5. *deviceID*
                        .

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*
, 01, 02, 03 . 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	Fail
1	Success

BS2OsdpStandardDeviceSecurityKey

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

1. *key*
OSDP   16byte   .

2. *reserved*

    .