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Date

2016-11-24

Bugs Fixed

1. The SDK had issues managing over 64 devices. Now the SDK is feasible to connect 1024 devices.
2. Enum **BS2APBZoneReaderTypeEnum** has been changed on the SFEnum.cs that is used when developing with C#. This enum was not equivalent to the actual value that is being used.

Enum	Before	After
BS2_APB_ZONE_READER_NONE	0	-1
BS2_APB_ZONE_READER_ENTRY	1	0
BS2_APB_ZONE_READER_EXIT	2	1

3. API **BS2_ReadImageLog** was not able to process images over 16kB. Now, the SDK can receive image logs having size larger than 16kB.

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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