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SDK API

The followings are a set of APIs that initialize device management information and that are used for dynamic memory control and PIN code generation.

- [BS2_Version](#): Returns the SDK version.
- [BS2_AllocateContext](#): Allocates the device management Context.
- [BS2_ReleaseContext](#): Releases the device management Context.
- [BS2_Initialize](#): Initializes the device management Context.
- [BS2_ReleaseObject](#): Releases dynamic memory.
- [BS2_MakePinCode](#): Encrypts the PIN.
- [BS2_MakePinCodeWithKey](#): Encrypts PIN code with the user-defined PIN encryption key. [+ 2.7.1]
- [BS2_SetMaxThreadCount](#): Specifies the maximum thread count.
- [BS2_ComputeCRC16CCITT](#): Calculates the CRC-16 CCITT checksum.
- [BS2_GetCardModel](#): Retrieves the supported card models.
- [BS2_SetDataEncryptKey](#): Changes the user defined PIN encryption key. [+ 2.7.1]
- [BS2_RemoveDataEncryptKey](#): Removes the encryption key for the device.
- [BS2_SetDeviceSearchingTimeout](#) : Specifies the device searching time.
- [BS2_SetDebugFileLog](#) : Retrieves debugging file log.

Structure

BS2EncryptKey

```
enum
{
    BS2_ENC_KEY_SIZE = 32,
};

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

1. *key*

The key value used by the device.

2. *reserved*

Reserved space.

BS2LicenseBlob

```
typedef struct {
```

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

1. *licenseType*
The type of license.

| Value | Description |
|--------|-------------|
| 0x0000 | None |
| 0x0001 | Visual QR |

2. *numOfDevices*
Number of licenses activated devices.

3. *deviceIDObjs*
Slave devices for which license information will be issued.

4. *licenseLen*
license activation file size.

5. *licenseObj*
License activation data block.

BS2LicenseResult

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

1. *deviceID*
Device identifier.

2. *status*
License status information.

| Value | Description |
|-------|---------------|
| 0 | Not supported |
| 1 | Disable |
| 2 | Enable |
| 3 | Expired |

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