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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.
- [BS2_EnableDeviceLicense](#): [+ 2.9.1] Activate the device license.
- [BS2_DisableDeviceLicense](#): [+ 2.9.1] Deactivate the device license.
- [BS2_QueryDeviceLicense](#): [+ 2.9.1] Check device license information.

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

Value	Description
3	Expired

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