MUSCLE PC/SC Toolkit API Reference Documentation

Introduction / Overview

MUSCLE PC/SC Toolkit API Reference Documentation

Section 4

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Synopsis:

#include <winscard.h> `LONG SCardListReaders( SCARDCONTEXT hContext, LPCSTR mszGroups,LPSTR ms`

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Synopsis:

#include <winscard.h>

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Synopsis:

#include <winscard.h>

```
LONG SCardDisconnect( SCARDHANDLE hCard, DWORD dwDisposition );
```

Parameters:

hCard:	IN	Connection made from SCardConnect.
dwDisposition	IN	Reader function to execute.

Description:

This function terminates a connection to the connection made through SCardConnect.

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Synopsis:

#include <winscard.h>

```
LONG SCardBeginTransaction( SCARDHANDLE hCard );
```

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Synopsis:

#include <winscard.h>

```
LONG SCardEndTransaction( SCARDHANDLE hCard, DWORD dwDisposition );
```

Parameters:

hCard:	IN	Connection made from SCardConnect.
dwDisposition	IN	Action to be taken on the reader.

Description:

This function ends a previously begun transaction. The calling application must be the owner of the previously begun transaction o

SCARD_E_READER_UNAVAILABLE - The reader has been removed.

Synopsis:

#include <winscard.h>

```
LONG SCardTransmit( SCARDHANDLE hCard, LPCSCARD_IO_REQUEST pioSendPci,
                    LPCBYTE pbSendBuffer, DWORD cbSendLength,
                    LPSCARD_IO_REQUEST pioRecvPci,
                    LPBYTE pbRecvBuffer, LPDWORD pcbRecvLength );
```

Parameters:

hCard:	IN	Connection made from SCardConnect.
pioSendPci:	INOUT	Structure of protocol information.
pbSendBuffer:	IN	APDU to send to the card.
cbSendLength:	IN	Length of the APDU.
pioRecvPci	INOUT	Structure of protocol information.
pbRecvBuffer:	OUT	Response from the card.
pcbRecvLength:	INOUT	Length of the response.

Example:

```
LONG rv;
```

Example:

```
SCARDCONTEXT hContext;
```

MUSCLE PC/SC Toolkit API Reference Documentation

Value of dwCurrentState/dwEventState	Meaning
SCARD_STATE_UNAVAILABLE	The actual state of this reader is not available. If this bit is set, then all the following bits are clear.
SCARD_STATE_EMPTY	There is no card in the reader. If this bit is set, all the following bits will be clear.
SCARD_STATE_PRESENT	There is a card in the reader.
SCARD_STATE_ATRMATCH	There is a card in the reader with an ATR matching one of the target cards. If this bit is set, SCARD_STATE_PRESENT will also be set. This bit is only returned on the

MUSCLE PC/SC Toolkit API Reference Documentation

Synopsis:

#include <winscard.h>

```
LONG SCardCancel( SCARDCONTEXT hContext );
```