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Communication API

As API that configures the SSL communication, there are communication interfaces include LAN, USB, and RS485. To get real-time device connectivity and search results, please register the callback function via the BS2_SetDeviceEventListener function.

- BS2_SetDeviceEventListener: Sets device search and network connection event listener.
- BS2_SearchDevices: Search for devices in subnet.
- BS2_SearchDevicesEx: Search for devices in a specific IP address band.
- BS2_GetDevices: Gets the managed device information.
- BS2_ConnectDevice: Connects the device using the device identifier.
- BS2_ConnectDeviceViaIP: Connect devices using IP address and Port.
- BS2_DisconnectDevice: Disconnects from the device.
- BS2_SetKeepAliveTimeout: Sets the keep-alive timeout.
- BS2_SetNotificationListener: Sets the Notification listener.
- BS2_SetServerPort: Set the Server Port.
- BS2_GetServerPort: [+ 2.6.3] Server Port 설정을 확인합니다.
- BS2_GetSSLServerPort: [+ 2.6.3] Server의 SSL Port 설정을 확인합니다.
- BS2_IsConnected: 장치의 연결 상태를 확인합니다.
- BS2_IsAutoConnection: 자동연결 설정 여부를 확인합니다.
- BS2_SetAutoConnection: 자동연결을 설정합니다.
- BS2_GetEnableIPV4: [+ 2.6.3] IP V4 연결모드 여부를 확인합니다.
- BS2_SetEnableIPV4: [+ 2.6.3] IP V4 연결모드로 설정합니다.
- BS2_GetEnableIPV6: [+ 2.6.3] IP V6 연결모드 여부를 확인합니다.
- BS2_SetEnableIPV6: [+ 2.6.3] IP V6 연결모드로 설정합니다.
- BS2_SetServerPortIPV6: [+ 2.6.3] IP V6를 이용하여 서버모드 연결 시 연결 port를 정의합니다.
- BS2_GetServerPortIPV6: [+ 2.6.3] IP V6를 이용하여 서버모드 연결 시 연결 port 정보를 확인합니다.
- BS2_SetSSLServerPortIPV6: [+ 2.6.3] IP V6와 ssl을 이용하여 서버모드 연결 시 연결 port를 정의합니다.
- BS2_GetSSLServerPortIPV6: [+ 2.6.3] IP V6와 ssl을 이용하여 서버모드 연결 시 연결 port 정보를 확인합니다.
- BS2_SetDefaultResponseTimeout: [+ 2.6.3] 장치와의 패킷 응답 대기시간을 설정합니다.
- BS2_GetDefaultResponseTimeout: [+ 2.6.3] 장치와의 패킷 응답 대시시간 정보를 확인합니다.

Callback Function

```
typedef void (*OnDeviceFound)(uint32_t deviceId);
typedef void (*OnDeviceAccepted)(BS2_DEVICE_ID deviceId);
typedef void (*OnDeviceConnected)(uint32_t deviceId);
typedef void (*OnDeviceDisconnected)(uint32_t deviceId);
typedef void (*OnAlarmFired)(BS2_DEVICE_ID deviceId, const BS2Event* event);
typedef void (*OnInputDetected)(BS2_DEVICE_ID deviceId, const BS2Event*
event);
typedef void (*OnConfigChanged)(BS2_DEVICE_ID deviceId, uint32_t
configMask);
```

1. *OnDeviceFound*

Callback function that is called when a new BioStar device is found in Subnet.

2. *OnDeviceAccepted*
Callback function that is called when the BioStar device requests a connection to the BioStar application.

3. *OnDeviceConnected*
Callback function that is called when the device and the BioStar application are connected.

4. *OnDeviceDisconnected*
Callback function that is called when the connection between the device and the BioStar application is lost.

5. *OnAlarmFired*
Callback function that is called when an alarm set in the Zone occurs.

6. *OnInputDetected Callback function that is called when an input signal is generated.*

7. OnConfigChanged *Callback function that is called when the configuration is changed by manipulating the terminal.*

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