

# Table of Contents

<b>Debugging API</b> .....	1
<i>Callback Function</i> .....	1

 **Fix Me!** This page is not fully translated, yet. Please help completing the translation.  
(remove this paragraph once the translation is finished)

# Debugging API

When developing an application, you can check debugging message that occurs within the SDK. Register the callback function through [BS2\\_SetDebugExCallback](#) to check debugging message in real time.

- [BS2\\_SetDebugExCallback](#): Registers the callback function that gets called for debugging message.

## Callback Function

```
typedef void (*CBDebugExPrint)(uint32_t level, uint32_t module, const char* msg);
```

### 1. *CBDebugExPrint*

Callback function that is called for debugging message.

From:

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

Permanent link:

[http://kb.supremainc.com/bs2sdk/doku.php?id=en:debugging\\_api&rev=1545184516](http://kb.supremainc.com/bs2sdk/doku.php?id=en:debugging_api&rev=1545184516)

Last update: **2018/12/19 10:55**