

Communication API	1
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Communication API

API

LAN, USB, RS485

BS2_SetDeviceEventListener

- **BS2_SetDeviceEventListener**: Event listener
- **BS2_SearchDevices**: Subnet
- **BS2_SearchDevicesEx**: IP
- **BS2_GetDevices**: 가
- **BS2_ConnectDevice**:
- **BS2_ConnectDeviceViaIP**: IP Port
- **BS2_DisconnectDevice**:
- **BS2_SetKeepAliveTimeout**: Keep-alive timeout
- **BS2_SetNotificationListener**: Notification listener
- **BS2_SetServerPort**: Server Port
- **BS2_SetSSLServerPort**: Server SSL Port
- **BS2_IsConnected**:
- **BS2_IsAutoConnection**:
- **BS2_SetAutoConnection**:
- **BS2_GetEnableIPv4**: [+ 2.6.3] IP V4
- **BS2_SetEnableIPv4**: [+ 2.6.3] IP V4
- **BS2_GetEnableIPv6**: [+ 2.6.3] IP V6
- **BS2_SetEnableIPv6**: [+ 2.6.3] IP V6
- **BS2_SetServerPortIPv6**: [+ 2.6.3] IP V6 port
- **BS2_GetServerPortIPv6**: [+ 2.6.3] IP V6 port
- **BS2_SetSSLServerPortIPv6**: [+ 2.6.3] IP V6 ssl port
- **BS2_GetSSLServerPortIPv6**: [+ 2.6.3] IP V6 ssl port

```
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

Subnet BioStar

2. OnDeviceAccepted

BioStar 가 BioStar

3. *OnDeviceConnected*

BioStar .

4. *OnDeviceDisconnected*

BioStar .

5. *OnAlarmFired*

Zone .

6. *OnInputDetected*

가 .

7. *OnConfigChanged*

Configuration .

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