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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

```
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*

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7. *OnConfigChanged*

Configuration

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