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BS2_SetOsdpStandardDeviceStatusListener

[+2.9.1] Register a listener function that detects state changes of the OSDP device.

Declaration

```
#include "BS_API.h"

int BS2_SetOsdpStandardDeviceStatusListener(void* context,
OnOsdpStandardDeviceStatusChanged ptrOsdpStandardDeviceStatus);
```

Parameter

- [In] *context* : Context
- [In] *ptrOsdpStandardDeviceStatus* : Callback function to receive changed device information when OSDP device state change is detected

Return Value

If successfully done, BS_SDK_SUCCESS will be returned. If there is an error, the corresponding error code will be returned.

Sample Code(C++)

[sample_bs2_setosdpstandarddevicestatuslistener.cpp](#)

```
int sdkResult = BS2_SetOsdpStandardDeviceStatusListener(context_,
fpOsdpStandardDeviceStatusChanged);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_SetOsdpStandardDeviceStatusListener call failed: %d",
sdkResult);

return sdkResult;
```

Sample Code (C#)

[sample_bs2_setosdpstandarddevicestatuslistener.cs](#)

```
cbOnOsdpStandardDeviceStatusChanged = new
API.OnOsdpStandardDeviceStatusChanged(onOsdpStandardDeviceStatusChanged
);
BS2ErrorCode result =
(BS2ErrorCode)API.BS2_SetOsdpStandardDeviceStatusListener(sdkContext,
cbOnOsdpStandardDeviceStatusChanged);
if (BS2ErrorCode.BS_SDK_SUCCESS != result)
    Console.WriteLine("Got error({0}).", result);

return result;
```

From:

<https://kb.supremainc.com/kbtest/> - **BioStar 2 Device SDK**

Permanent link:

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Last update: **2023/02/28 16:00**