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# 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 2 Device SDK**

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