

**BS2\_SetDebugExCallback** ..... 1  
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# BS2\_SetDebugExCallback

[+ 2.5.0]

가

```
#include "BS_API.h"

int BS2_SetDebugExCallback(CBDebugExPrint ptrCBDebugExPrint, uint32_t level,
uint32_t module);
```

- [In] *ptrCBDebugExPrint* : 가
- [In] *level* :

|            |             |
|------------|-------------|
|            |             |
| 0x00000000 | None        |
| 0x00000001 | Fatal       |
| 0x00000002 | Error       |
| 0x00000004 | Warning     |
| 0x00000008 | Information |
| 0x00000010 | Trace       |
| 0xFFFFFFFF |             |

- [In] *module* :

|            |                  |
|------------|------------------|
|            |                  |
| 0x00000000 | None             |
| 0x00000001 | Keep alive       |
| 0x00000002 | Socket Manager   |
| 0x00000004 | Socket Handler   |
| 0x00000008 | Device           |
| 0x00000010 | Device Manager   |
| 0x00000020 | Event Dispatcher |
| 0x00000040 | API              |
| 0x00000080 | Misc             |
| 0xFFFFFFFF |                  |

BS\_SDK\_SUCCESS

, 가

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