

**BS2\_SetNotificationListener** ..... 1  
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# BS2\_SetNotificationListener

Notification listener

```
#include "BS_API.h"

int BS2_SetNotificationListener(void* context, OnAlarmFired ptrAlarmFired,
OnInputDetected ptrInputDetected, OnConfigChanged ptrConfigChanged);
```

- [In] *context* : Context
- [In] *ptrAlarmFired* : Zone
- [In] *ptrInputDetected* : 가
- [In] *ptrConfigChanged* : configuration

BS\_SDK\_SUCCESS , 가

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