

BS2_SetOsdpStandardDeviceStatusListener 1

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(C++) 1

(C#) 1

[Server API](#) > [BS2_SetOsdpStandardDeviceStatusListener](#)

BS2_SetOsdpStandardDeviceStatusListener

[+ 2.9.1] OSDP

listener

.

```
#include "BS_API.h"
```

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

- [In] *context* : Context
- [In] *ptrOsdpStandardDeviceStatus* : OSDP 가 ,

BS_SDK_SUCCESS , 가

(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;
```

(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**

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Last update: **2023/02/15 13:04**