

**Communication API** ..... 1  
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# Communication API

API

LAN, USB, RS485

## BS2\_SetDeviceEventListener

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- [BS2\\_SetDefaultResponseTimeout](#): [+ 2.6.3]
- [BS2\\_GetDefaultResponseTimeout](#): [+ 2.6.3]
- [BS2\\_GetSocketRetryCount](#): [+ 2.8.4] Non SSL , /  
가
- [BS2\\_SetSocketRetryCount](#): [+ 2.8.4] Non SSL , /
- [BS2\\_GetSocketSSLRetryCount](#): [+ 2.8.4] SSL , /  
가
- [BS2\\_SetSocketSSLRetryCount](#): [+ 2.8.4] SSL , /

```
typedef void (*OnDeviceFound)(uint32_t deviceId);
typedef void (*OnDeviceAccepted)(BS2_DEVICE_ID deviceId);
typedef void (*OnDeviceConnected)(uint32_t deviceId);
```

```
typedef void (*OnDeviceDisconnected)(uint32_t deviceId);  
typedef void (*OnAlarmFired)(BS2_DEVICE_ID deviceId, const BS2Event* event);  
typedef void (*OnInputDetected)(BS2_DEVICE_ID deviceId, const BS2Event*  
event);  
typedef void (*OnConfigChanged)(BS2_DEVICE_ID deviceId, uint32_t  
configMask);
```

1. *OnDeviceFound*

Subnet            BioStar

2. *OnDeviceAccepted*

BioStar    가 BioStar

3. *OnDeviceConnected*

BioStar

4. *OnDeviceDisconnected*

BioStar

5. *OnAlarmFired*

Zone

6. *OnInputDetected*

가

7. *OnConfigChanged*

Configuration

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