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BS2_SetNotificationListener

Sets the notification listener.

Declaration

```
#include "BS_API.h"

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

Parameter

- [In] *context* : Context
- [In] *ptrAlarmFired* : Callback function that is called when the alarm configured to a zone triggers
- [In] *ptrInputDetected* : Callback function that is called when an input signal is detected
- [In] *ptrConfigChanged* : Callback function that is called when the configuration of the device is modified

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.

If there is an error, the corresponding error code will be returned.

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