

# Table of Contents

<b>Communication API</b> .....	1
<i>Callback Function</i> .....	1

# Communication API

As API that configures the SSL communication, there are communication interfaces include LAN, USB, and RS485. To get real-time device connectivity and search results, please register the callback function via the [BS2\\_SetDeviceEventListener](#) function.

- [BS2\\_SetDeviceEventListener](#): Sets device search and network connection event listener.
- [BS2\\_SearchDevices](#): Search for devices in subnet.
- [BS2\\_SearchDevicesEx](#): Search for devices in a specific IP address band.
- [BS2\\_GetDevices](#): Gets the managed device information.
- [BS2\\_ConnectDevice](#): Connects the device using the device identifier.
- [BS2\\_ConnectDeviceViaIP](#): Connect devices using IP address and Port.
- [BS2\\_DisconnectDevice](#): Disconnects from the device.
- [BS2\\_SetKeepAliveTimeout](#): Sets the keep-alive timeout.
- [BS2\\_SetNotificationListener](#): Sets the Notification listener.
- [BS2\\_SetServerPort](#): Set the Server Port.
- [BS2\\_GetServerPort](#): [+ 2.6.3] Server Port 설정을 확인합니다.
- [BS2\\_GetSSLServerPort](#): [+ 2.6.3] Server의 SSL Port 설정을 확인합니다.
- [BS2\\_IsConnected](#): 장치의 연결 상태를 확인합니다.
- [BS2\\_IsAutoConnection](#): 자동연결 설정 여부를 확인합니다.
- [BS2\\_SetAutoConnection](#): 자동연결을 설정합니다.
- [BS2\\_GetEnableIPv4](#): [+ 2.6.3] IP V4 연결모드 여부를 확인합니다.
- [BS2\\_SetEnableIPv4](#): [+ 2.6.3] IP V4 연결모드로 설정합니다.
- [BS2\\_GetEnableIPv6](#): [+ 2.6.3] IP V6 연결모드 여부를 확인합니다.
- [BS2\\_SetEnableIPv6](#): [+ 2.6.3] IP V6 연결모드로 설정합니다.
- [BS2\\_SetServerPortIPv6](#): [+ 2.6.3] IP V6를 이용하여 서버모드 연결 시 연결 port를 정의합니다.
- [BS2\\_GetServerPortIPv6](#): [+ 2.6.3] IP V6를 이용하여 서버모드 연결 시 연결 port 정보를 확인합니다.
- [BS2\\_SetSSLServerPortIPv6](#): [+ 2.6.3] IP V6와 ssl을 이용하여 서버모드 연결 시 연결 port를 정의합니다.
- [BS2\\_GetSSLServerPortIPv6](#): [+ 2.6.3] IP V6와 ssl을 이용하여 서버모드 연결 시 연결 port 정보를 확인합니다.
- [BS2\\_SetDefaultResponseTimeout](#): [+ 2.6.3] 장치와의 패킷 응답 대기시간을 설정합니다.
- [BS2\\_GetDefaultResponseTimeout](#): [+ 2.6.3] 장치와의 패킷 응답 대기시간 정보를 확인합니다.

## Callback Function

```
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

Callback function that is called when a new BioStar device is found in Subnet.

#### 2. *OnDeviceAccepted*

Callback function that is called when the BioStar device requests a connection to the BioStar application.

#### 3. *OnDeviceConnected*

Callback function that is called when the device and the BioStar application are connected.

#### 4. *OnDeviceDisconnected*

Callback function that is called when the connection between the device and the BioStar application is lost.

#### 5. *OnAlarmFired*

Callback function that is called when an alarm set in the Zone occurs.

6. *OnInputDetected* Callback function that is called when an input signal is generated.

7. *OnConfigChanged* Callback function that is called when the configuration is changed by manipulating the terminal.

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