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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] Get the Server Port.
- [BS2_GetSSLServerPort](#): [+ 2.6.3] Get the SSL server port.
- [BS2_IsConnected](#): Check device connection status.
- [BS2_IsAutoConnection](#): Check auto connection status.
- [BS2_SetAutoConnection](#): Set auto connection.
- [BS2_GetEnableIPv4](#): [+ 2.6.3] Get IPv4 connection mode.
- [BS2_SetEnableIPv4](#): [+ 2.6.3] Set IPv4 connection mode.
- [BS2_GetEnableIPv6](#): [+ 2.6.3] Get IPv6 connection mode.
- [BS2_SetEnableIPv6](#): [+ 2.6.3] Set IPv6 connection mode.
- [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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