

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

API

LAN, USB, RS485

## BS2\_SetDeviceEventListener

- [BS2\\_SetDeviceEventListener](#): Event listener
- [BS2\\_SearchDevices](#): Subnet
- [BS2\\_SearchDevicesEx](#): IP
- [BS2\\_GetDevices](#): 가
- [BS2\\_ConnectDevice](#):
- [BS2\\_ConnectDeviceViaIP](#): IP Port
- [BS2\\_DisconnectDevice](#):
- [BS2\\_SetKeepAliveTimeout](#): Keep-alive timeout
- [BS2\\_SetNotificationListener](#): Notification listener
- [BS2\\_SetServerPort](#): Server Port
- [BS2\\_SetSSLServerPort](#): Server SSL Port
- [BS2\\_IsConnected](#):
- [BS2\\_IsAutoConnection](#):
- [BS2\\_SetAutoConnection](#):
- [BS2\\_GetEnableIPv4](#): [+ 2.6.3] IP V4
- [BS2\\_SetEnableIPv4](#): [+ 2.6.3] IP V4
- [BS2\\_GetEnableIPv6](#): [+ 2.6.3] IP V6

```
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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