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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_ConnectDeviceIPV6: Connects the device in IPv6 mode 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: Sets the server Port.
- BS2_SetSSLServerPort: Sets the SSL server Port.
- BS2_GetServerPort: [+ 2.6.3] Gets the server Port.
- BS2_GetSSLServerPort: [+ 2.6.3] Gets the SSL server port.
- BS2_IsConnected: Checks device connection status.
- BS2_IsAutoConnection: Checks auto connection status.
- BS2_SetAutoConnection: Sets auto connection.
- BS2_GetEnableIPV4: [+ 2.6.3] Gets IPv4 connection mode.
- BS2_SetEnableIPV4: [+ 2.6.3] Sets IPv4 connection mode.
- BS2_GetEnableIPV6: [+ 2.6.3] Gets IPv6 connection mode.
- BS2_SetEnableIPV6: [+ 2.6.3] Sets IPv6 connection mode.
- BS2_SetServerPortIPV6: [+ 2.6.3] Sets server port when connecting IPv6 server mode.
- BS2_GetServerPortIPV6: [+ 2.6.3] Gets server port when connecting IPv6 server mode.
- BS2_SetSSLServerPortIPV6: [+ 2.6.3] Sets server port when connecting IPv6 server mode using SSL.
- BS2_GetSSLServerPortIPV6: [+ 2.6.3] Gets server port when connecting IPv6 server mode using SSL.
- BS2_SetDefaultResponseTimeout: [+ 2.6.3] Sets default response timeout between device and server.
- BS2_GetDefaultResponseTimeout: [+ 2.6.3] Gets default response timeout between device and server.
- BS2_GetSocketRetryCount: [+ 2.9.1] Gets the setting value of the number of retries for read/write failures during Non SSL communication.
- BS2_SetSocketRetryCount: [+ 2.9.1] Set the number of retries for read/write failures during Non SSL communication.
- BS2_GetSocketSSLRetryCount: [+ 2.9.1] Gets the setting value of the number of retries for read/write failures during SSL communication.
- BS2_SetSocketSSLRetryCount: [+ 2.9.1] Set the number of retries for read/write failures during SSL communication.
- BS2_SetDefaultLongResponseTimeout: [+ 2.9.12] Sets the packet response timeout with the device. (For time-intensive APIs)
- BS2_GetDefaultLongResponseTimeout: [+ 2.9.12] Checks the packet response timeout information with the device. (For time-intensive APIs)

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.