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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
• BS2_SetEnableIPv6:	[+ 2.6.3] IP V6
• BS2_SetServerPortIPv6:	[+ 2.6.3] IP V6 port
• BS2_GetServerPortIPv6:	[+ 2.6.3] IP V6 port
• BS2_SetSSLServerPortIPv6:	[+ 2.6.3] IP V6 ssl port
• BS2_GetSSLServerPortIPv6:	[+ 2.6.3] IP V6 ssl port
• BS2_GetSpecifiedDeviceInfo:	[+ 2.6.3]
• BS2_SearchDevicesCoreStationEx:	[+ 2.6.3]

```
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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