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BS2_SetSlaveExDevice

In case of CoreStation, Add/Modify/Delete a slave device from the master device.

Declaration

```
#include "BS_API.h"

int BS2_SetSlaveExDevice(void* context, uint32_t deviceId, uint32_t
channelPort, BS2Rs485SlaveDeviceEX* slaveDevices, uint32_t
slaveDeviceCount);
```

[See BS2Rs485SlaveDevice Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *channelPort* : Channel port
- [In] *slaveDevices* : List of slave device
- [In] *slaveDeviceCount* : Number of slave device

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.

If there is an error, the corresponding error code will be returned.

See Also

[BS2_GetSlaveExDevice](#)

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