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## BS2\_UnlockDoor

Configures the priority of when the door gets opened.

### Declaration

```
#include "BS_API.h"

int BS2_UnlockDoor(void* context, uint32_t deviceId, uint8_t flag, uint32_t*
doorIds, uint32_t doorIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *flag* : Priority of the unlock status to add
- [In] *doorIds* : List of door IDs
- [In] *doorIdCount* : Number of door IDs

### 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\\_GetDoor](#)  
[BS2\\_GetAllDoor](#)  
[BS2\\_GetDoorStatus](#)  
[BS2\\_GetAllDoorStatus](#)  
[BS2\\_SetDoor](#)  
[BS2\\_SetDoorAlarm](#)  
[BS2\\_RemoveDoor](#)  
[BS2\\_RemoveAllDoor](#)  
[BS2\\_ReleaseDoor](#)  
[BS2\\_LockDoor](#)

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Last update: **2017/06/28 10:55**