

**BS2\_GetAllDoorStatus** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

# BS2\_GetAllDoorStatus

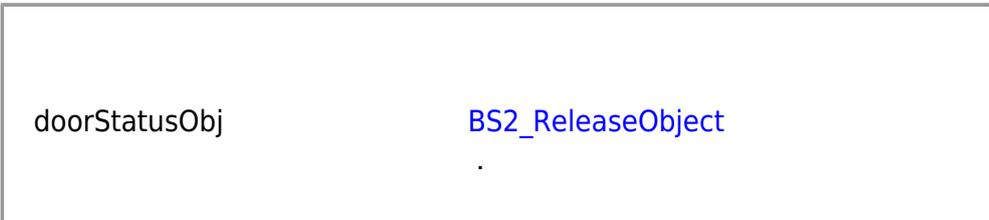
가 .

```
#include "BS_API.h"

int BS2_GetAllDoorStatus(void* context, uint32_t deviceId, BS2DoorStatus**
doorStatusObj, uint32_t* numDoorStatus);
```

BS2DoorStatus

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *doorStatusObj* : door status
- [Out] *numDoorStatus* : door status



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetDoor](#)
- [BS2\\_GetAllDoor](#)
- [BS2\\_GetDoorStatus](#)
- [BS2\\_SetDoor](#)
- [BS2\\_SetDoor](#)

[BS2\\_SetDoorAlarm](#)  
[BS2\\_RemoveDoor](#)  
[BS2\\_RemoveAllDoor](#)  
[BS2\\_ReleaseDoor](#)  
[BS2\\_LockDoor](#)  
[BS2\\_UnlockDoor](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

[http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2\\_getalldoorstatus](http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_getalldoorstatus)

Last update: **2016/08/08 15:13**