

Table of Contents

BS2_GetDoor	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Door Control API](#) > [BS2_GetDoor](#)

BS2_GetDoor

Retrieves selected doors.

Declaration

```
#include "BS_API.h"

int BS2_GetDoor(void* context, uint32_t deviceId, uint32_t* doorIds,
uint32_t doorIdCount, BS2Door** doorObj, uint32_t* numDoor);
```

[See BS2Door Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *doorIds* : List of door IDs to retrieve
- [In] *doorIdCount* : Number of doors to retrieve
- [Out] *doorObj* : Door list pointer
- [Out] *numDoor* : Number of doors

NOTE

The *doorObj* variable needs to return the memory to the system by the [BS2_ReleaseObject](#) function after being used.

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_GetAllDoor](#)
[BS2_GetDoorStatus](#)

BS2_GetAllDoorStatus
BS2_SetDoor
BS2_SetDoor
BS2_SetDoorAlarm
BS2_RemoveDoor
BS2_RemoveAllDoor
BS2_ReleaseDoor
BS2_LockDoor
BS2_UnlockDoor

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getdoor

Last update: **2017/03/01 18:04**