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BS2_GetOsdpStandardConfig

[+ 2.9.1] Get the device's OSDP setting information.
This setting information is also used to update the master-OSDP-slave device topology configuration within the SDK.

Declaration

```cpp
#include "BS_API.h"

int BS2_GetOsdpStandardConfig(void* context, uint32_t deviceId,
BS2OsdpStandardConfig* config);
```

> See BS2OsdpStandardConfig Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device Identifier
- [In] *config* : Pointer to store OSDP setting information

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_SetOsdpStandardConfig

Sample Code(C++)

sample_getosdpstandardconfig.cpp

```cpp
BS2OsdpStandardConfig config = { , };
int sdkResult = BS2_GetOsdpStandardConfig(context_, id, &config);
if (BS_SDK_SUCCESS != sdkResult)
```

```
    printf("BS2_GetOsdpStandardConfig call failed: %d", sdkResult);
return sdkResult;
```

Sample Code (C#)

sample_getosdpstandardconfig.cs

```
BS2OsdpStandardConfig config;
BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetOsdpStandardConfig(sdkContext, deviceID, out
config);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    Console.WriteLine("Got error({0}).", result);
else
    Console.WriteLine("Call success.");
return result;
```

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Last update: **2023/02/28 14:59**