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## BS2\_GetWiegandDevices

Retrieves the Wiegand card readers being used.

### Declaration

```
#include "BS_API.h"

int BS2_GetWiegandDevices(void* context, uint32_t deviceId, uint32_t**
wiegandDeviceObj, uint32_t* numWiegandDevice);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *wiegandDeviceObj* : Wiegand card reader list pointer
- [Out] *numWiegandDevice* : Number of Wiegand card readers

#### NOTE

The *wiegandDeviceObj* 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\\_SearchWiegandDevices](#)

[BS2\\_AddWiegandDevices](#)

[BS2\\_RemoveWiegandDevices](#)

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