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BS2_ReleaseDoor

Releases the lock/unlock flag of the door status. This initializes the priorities set to the door.

Declaration

```
#include "BS_API.h"

int BS2_ReleaseDoor(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 door to release
- [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_LockDoor](#)
[BS2_UnlockDoor](#)

From:

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

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Last update: **2016/02/17 14:36**