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## BS2\_SetDoor

```
#include "BS_API.h"

int BS2_SetDoor(void* context, uint32_t deviceId, BS2Door* doors, uint32_t doorCount);
```

BS2Door

- [In] *context* : Context
- [In] *deviceId* :
- [In] *doors* : door
- [In] *doorCount* : door

BS\_SDK\_SUCCESS , 가

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