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BS2_SetSlaveDevice

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```
#include "BS_API.h"

int BS2_SetSlaveDevice(void* context, uint32_t deviceId,
BS2Rs485SlaveDevice* slaveDevices, uint32_t slaveDeviceCount);
```

BS2Rs485SlaveDevice

- [In] *context* : Context
- [In] *deviceId* :
- [In] *slaveDevices* : slave device
- [In] *slaveDeviceCount* : slave device

BS_SDK_SUCCESS , 가

BS2_GetSlaveDevice

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

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