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BS2_GetAllDoor

Retrieves all doors.

Declaration

```
#include "BS_API.h"

int BS2_GetAllDoor(void* context, uint32_t deviceId, BS2Door** doorObj,
uint32_t* numDoor);
```

[See BS2Door Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *doorObj* : Door list pointer
- [Out] *numDoor* : Number of doors

NOTE

The *doorObj* 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_GetDoor](#)
[BS2_GetDoorStatus](#)
[BS2_GetAllDoorStatus](#)
[BS2_SetDoor](#)

[BS2_SetDoor](#)
[BS2_SetDoorAlarm](#)
[BS2_RemoveDoor](#)
[BS2_RemoveAllDoor](#)
[BS2_ReleaseDoor](#)
[BS2_LockDoor](#)
[BS2_UnlockDoor](#)

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