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BS2_GetDeviceIOStatus

[+ 2.9.12] Gets the current I/O port status of the device. When slave devices are connected, the status can be retrieved collectively by specifying target devices.

Declaration

```
#include "BS_API.h"

int BS2_GetDeviceIOStatus(void* context, BS2_DEVICE_ID deviceId, const
BS2_DEVICE_ID* slaveIDs, uint32_t numOfSlave, BS2IOStatus** statusObj,
uint32_t* numOfStatus);
```

View BS2IOStatus structure

Parameters

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *slaveIDs* : Device IDs to query (IDs of master and slave devices)
- [In] *numOfSlave* : Number of device IDs specified as query targets
- [Out] *statusObj* : Structure pointer to store IO status information acquired from the device.
- [Out] *numOfStatus* : Number of IO status information acquired from the device

> **Note**
> The statusObj variable must return memory to the system through the BS2_ReleaseObject function after use.

Return Value

Returns BS_SDK_SUCCESS when performed successfully, and returns the corresponding error code when an error occurs.

See Also

BS2_GetAllDeviceIOStatus