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## BS2\_GetDevices

Gets the information of the devices that are being managed.

### Declaration

```
#include "BS_API.h"

int BS2_GetDevices(void* context, uint32_t** deviceListObj, uint32_t*
numDevice);
```

### Parameter

- [In] *context* : Context
- [Out] *deviceListObj* : Buffer to store the available device ID
- [Out] *numDevice* : Number of available device

#### NOTE

The *deviceListObj* 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\\_SearchDevices](#)

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