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Slave Control API > BS2_GetDevicesCoreStation

BS2_GetDevicesCoreStation

Gets searched CoreStation devices.

Declaration

```
#include "BS_API.h"

int BS2_GetDevicesCoreStation(void* context, BS2_DEVICE_ID** deviceListObj,
uint32_t* numDevice);
```

Parameter

- [In] *context* : Context
- [Out] *deviceListObj* : Pointer to store CoreStation device list
- [Out] *numDevice* : The number of CoreStation devices

> **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_SearchDevicesCoreStation

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

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