

Table of Contents

BS2_GetSlaveDevice	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Slave Control API](#) > [BS2_GetSlaveDevice](#)

BS2_GetSlaveDevice

Searches a slave device from the RS-485 network.

Declaration

```
#include "BS_API.h"

int BS2_GetSlaveDevice(void* context, uint32_t deviceId,
BS2Rs485SlaveDevice** slaveDeviceObj, uint32_t* slaveDeviceCount);
```

[See BS2Rs485SlaveDevice Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *slaveDeviceObj* : Slave device list pointer
- [Out] *slaveDeviceCount* : Number of slave devices

NOTE

The *slaveDeviceObj* 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_SetSlaveDevice](#)

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getslavedevice

Last update: **2016/07/12 09:33**