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BS2_SetSlaveDevice

Add/Modify/Delete a slave device from the master device.

Declaration

```
#include "BS_API.h"

int BS2_SetSlaveDevice(void* context, uint32_t deviceId,
BS2Rs485SlaveDevice* slaveDevices, uint32_t slaveDeviceCount);
```

See BS2Rs485SlaveDevice Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *slaveDevices* : List of slave devices
- [In] *slaveDeviceCount* : Number of slave devices

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_GetSlaveDevice