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BS2_AddWiegandDevices

Wiegand card reader 가 .

```
#include "BS_API.h"

int BS2_AddWiegandDevices(void* context, uint32_t deviceId, uint32_t**
wiegandDevice, uint32_t* numWiegandDevice);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *wiegandDevice* : 가 wiegand card reader
- [In] *numWiegandDevice* : wiegand card reader

BS_SDK_SUCCESS , 가

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