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BS2_GetAllDoor

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```
#include "BS_API.h"

int BS2_GetAllDoor(void* context, uint32_t deviceId, BS2Door** doorObj,
uint32_t* numDoor);
```

BS2Door

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *doorObj* : door
- [Out] *numDoor* : door



BS_SDK_SUCCESS , 가

- [BS2_GetDoor](#)
- [BS2_GetDoorStatus](#)
- [BS2_GetAllDoorStatus](#)
- [BS2_SetDoor](#)
- [BS2_SetDoor](#)

[BS2_SetDoorAlarm](#)
[BS2_RemoveDoor](#)
[BS2_RemoveAllDoor](#)
[BS2_ReleaseDoor](#)
[BS2_LockDoor](#)
[BS2_UnlockDoor](#)

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