

**BS2\_GetDeviceIOStatus** ..... 1  
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# BS2\_GetDeviceIOStatus

[+ 2.9.12]

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```
#include "BS_API.h"

int BS2_GetDeviceIOStatus(void* context, BS2_DEVICE_ID deviceId, const
BS2_DEVICE_ID* slaveIDs, uint32_t numOfSlave, BS2IOStatus** statusObj,
uint32_t* numOfStatus);
```

## BS2IOStatus

- [In] *context* : Context
- [In] *deviceId* :
- [In] *slaveIDs* : ID ( ID)
- [In] *numOfSlave* : ID
- [Out] *statusObj* : IO 가 .
- [Out] *numOfStatus* : IO



BS\_SDK\_SUCCESS , 가

## BS2\_GetAllDeviceIOStatus

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