

**BS2\_GetDoor** ..... 1  
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# BS2\_GetDoor

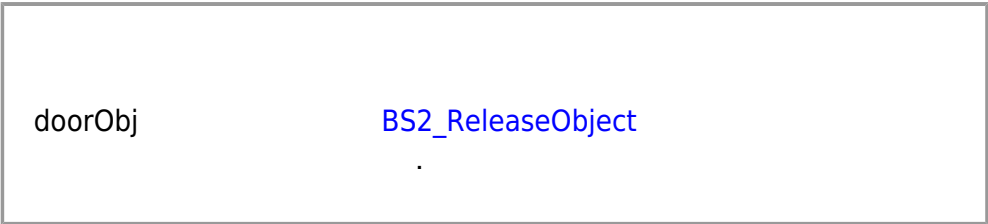
가 .

```
#include "BS_API.h"

int BS2_GetDoor(void* context, uint32_t deviceId, uint32_t* doorIds,
uint32_t doorIdCount, BS2Door** doorObj, uint32_t* numDoor);
```

BS2Door

- [In] *context* : Context
- [In] *deviceId* :
- [In] *doorIds* : 가 door id
- [In] *doorIdCount* : door id
- [Out] *doorObj* : door
- [Out] *numDoor* : door



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAllDoor](#)
- [BS2\\_GetDoorStatus](#)
- [BS2\\_GetAllDoorStatus](#)

BS2\_SetDoor  
BS2\_SetDoor  
BS2\_SetDoorAlarm  
BS2\_RemoveDoor  
BS2\_RemoveAllDoor  
BS2\_ReleaseDoor  
BS2\_LockDoor  
BS2\_UnlockDoor

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