

BS2_GetOsdpStandardActionConfig 1

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(C++) 1

(C#) 2

BS2_GetOsdpStandardActionConfig

[+ 2.9.1] OSDP action LED/buzzer 가 .

```
#include "BS_API.h"

int BS2_GetOsdpStandardActionConfig(void* context, uint32_t deviceId,
BS2OsdpStandardActionConfig* config);
```

BS2OsdpStandardActionConfig

- [In] *context* : Context
- [In] *deviceId* :
- [In] *config* : OSDP LED/buzzer

BS_SDK_SUCCESS , 가

BS2_SetOsdpStandardActionConfig

(C++)

sample_getosdpstandardactionconfig.cpp

```
int sdkResult = BS2_GetOsdpStandardActionConfig(context_, id, &config);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetOsdpStandardActionConfig call failed: %d",
sdkResult);
```

```
return sdkResult;
```

(C#)

[sample_getosdpstandardactionconfig.cs](#)

```
BS2ErrorCode result =  
(BS2ErrorCode)API.BS2_GetOsdpStandardActionConfig(sdkContext, deviceID,  
out config);  
if (result != BS2ErrorCode.BS_SDK_SUCCESS)  
    Console.WriteLine("Got error({0}).", result);  
else  
    Console.WriteLine("Call success.");  
return result;
```

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<https://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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