Configuration API > BS2_GetOsdpStandardConfig

BS2_GetOsdpStandardConfig

[+ 2.8.4]   OSDP   .
                SDK   -OSDP
    .

```
#include "BS_API.h"

int BS2_GetOsdpStandardConfig(void* context, uint32_t deviceId,
BS2OsdpStandardConfig* config);
```

> BS2OsdpStandardConfig

- [In] *context* : Context
- [In] *deviceId* :
- [In] *config* : OSDP

                    BS_SDK_SUCCESS   ,
    .

BS2_SetOsdpStandardConfig

(C++)

sample_getosdpstandardconfig.cpp

```
BS2OsdpStandardConfig config = { , };
int sdkResult = BS2_GetOsdpStandardConfig(context_, id, &config);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetOsdpStandardConfig call failed: %d", sdkResult);
```

```
return sdkResult;
```

(C#)

sample_getosdpstandardconfig.cs

```
BS2OsdpStandardConfig config;
BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetOsdpStandardConfig(sdkContext, deviceID, out
config);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    Console.WriteLine("Got error({0}).", result);
else
    Console.WriteLine("Call success.");
return result;
```