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Slave Control API > BS2\_GetOsdpStandardDeviceCapability

## BS2\_GetOsdpStandardDeviceCapability

[+ 2.8.4] CoreStation40 OSDP

가

```
#include "BS_API.h"

int BS2_GetOsdpStandardDeviceCapability(void* context, uint32_t
osdpDeviceId, BS2OsdpStandardDeviceCapability* capability);
```

BS2OsdpStandardDeviceCapability

- [In] *context* : Context
- [In] *osdpDeviceId* : OSDP
- [Out] *capability* :

BS\_SDK\_SUCCESS

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[BS2\\_AddOsdpStandardDevice](#)  
[BS2\\_GetOsdpStandardDevice](#)  
[BS2\\_GetAvailableOsdpStandardDevice](#)  
[BS2\\_UpdateOsdpStandardDevice](#)  
[BS2\\_RemoveOsdpStandardDevice](#)  
[BS2\\_GetOsdpStandardDeviceCapability](#)  
[BS2\\_SetOsdpStandardDeviceSecurityKey](#)

(C++)

[sample\\_bs2\\_getosdpstandarddevicecapability.cpp](#)

```
BS20sdpStandardDeviceCapability capability = { , };

BS2_DEVICE_ID id = Utility::selectSlaveID();
int sdkResult = BS2_GetOsdpStandardDeviceCapability(context_, id,
&capability);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetOsdpStandardDeviceCapability call failed: %d",
sdkResult);

return sdkResult;
```

## (C#)

sample\_bs2\_getosdpstandarddevicecapability.cs

```
UInt32 id = Util.GetInputSlaveID();

BS20sdpStandardDeviceCapability capability;
BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetOsdpStandardDeviceCapability(sdkContext, id,
out capability);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    Console.WriteLine("Got error({0}).", result);
else
    Console.WriteLine("Call success.");

return result;
```

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