

BS2_RunAction

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[Device API](#) > [BS2_RunAction](#)

BS2_RunAction

[+ 2.8.1] 가
 , LED, buzzer, sound, relay .

```
#include "BS_API.h"

int BS2_RunAction(void* context, uint32_t deviceId, const BS2Action*
action);
```

[BS2Action](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *action* :

BS_SDK_SUCCESS , 가

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