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## BS2\_SetSlaveExDevice

가 CoreStation

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```
#include "BS_API.h"

int BS2_SetSlaveExDevice(void* context, uint32_t deviceId, uint32_t
channelPort, BS2Rs485SlaveDeviceEX* slaveDevices, uint32_t
slaveDeviceCount);
```

[BS2Rs485SlaveDevice](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *channelPort* : channel port
- [In] *slaveDevices* : slave device
- [In] *slaveDeviceCount* : slave device

BS\_SDK\_SUCCESS , 가

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[BS2\\_GetSlaveExDevice](#)

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