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## BS2\_GetAllDoor

Retrieves all doors.

### Declaration

```
#include "BS_API.h"

int BS2_GetAllDoor(void* context, uint32_t deviceId, BS2Door** doorObj,
uint32_t* numDoor);
```

[See BS2Door Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *doorObj* : Door list pointer
- [Out] *numDoor* : Number of doors

#### NOTE

The *doorObj* variable needs to return the memory to the system by the [BS2\\_ReleaseObject](#) function after being used.

### Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.  
If there is an error, the corresponding error code will be returned.

### See Also

[BS2\\_GetDoor](#)  
[BS2\\_GetDoorStatus](#)  
[BS2\\_GetAllDoorStatus](#)  
[BS2\\_SetDoor](#)

[BS2\\_SetDoor](#)  
[BS2\\_SetDoorAlarm](#)  
[BS2\\_RemoveDoor](#)  
[BS2\\_RemoveAllDoor](#)  
[BS2\\_ReleaseDoor](#)  
[BS2\\_LockDoor](#)  
[BS2\\_UnlockDoor](#)

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