

Table of Contents

BS2_GetDevicesCoreStation	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Slave Control API](#) > [BS2_GetDevicesCoreStation](#)

BS2_GetDevicesCoreStation

Gets searched CoreStation devices.

Declaration

```
#include "BS_API.h"

int BS2_GetDevicesCoreStation(void* context, BS2_DEVICE_ID** deviceListObj,
uint32_t* numDevice);
```

Parameter

- [In] *context* : Context
- [Out] *deviceListObj* : Pointer to store CoreStation device list
- [Out] *numDevice* : The number of CoreStation devices

NOTE

The *deviceListObj* 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_SearchDevicesCoreStation](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=en:bs2_getdevicescorestation

Last update: **2018/10/10 10:44**

