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## 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](#)

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