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BS2_GetDoor

Retrieves selected doors.

Declaration

```
#include "BS_API.h"

int BS2_GetDoor(void* context, uint32_t deviceId, uint32_t* doorIds,
uint32_t doorIdCount, BS2Door** doorObj, uint32_t* numDoor);
```

> See BS2Door Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *doorIds* : List of door IDs to retrieve
- [In] *doorIdCount* : Number of doors to retrieve
- [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_GetAllDoor
BS2_GetDoorStatus

BS2_GetAllDoorStatus
BS2_SetDoor
BS2_SetDoor
BS2_SetDoorAlarm
BS2_RemoveDoor
BS2_RemoveAllDoor
BS2_ReleaseDoor
BS2_LockDoor
BS2_UnlockDoor

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