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BS2_GetDoorStatus

Retrieves the status of selected doors.

Declaration

```
#include "BS_API.h"

int BS2_GetDoorStatus(void* context, uint32_t deviceId, uint32_t* doorIds,
uint32_t doorIdCount, BS2DoorStatus** doorStatusObj, uint32_t*
numDoorStatus);
```

[See BS2DoorStatus Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *doorIds* : List of the door IDs to retrieve
- [In] *doorIdCount* : Size of the door ID list
- [Out] *doorStatusObj* : Door status list pointer
- [Out] *numDoorStatus* : Number of door status records

NOTE

The *doorStatusObj* 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_GetAllDoor
BS2_GetAllDoorStatus
BS2_SetDoor
BS2_SetDoor
BS2_SetDoorAlarm
BS2_RemoveDoor
BS2_RemoveAllDoor
BS2_ReleaseDoor
BS2_LockDoor
BS2_UnlockDoor

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