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

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Last update: **2016/08/08 15:16**