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## BS2\_GetOsdpStandardActionConfig

[+ 2.9.1] Get the LED/buzzer settings for each action of the OSDP device.

### Declaration

```
#include "BS_API.h"

int BS2_GetOsdpStandardActionConfig(void* context, uint32_t deviceId,
BS2OsdpStandardActionConfig* config);
```

[See BS2OsdpStandardActionConfig Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device Identifier
- [In] *config* : Pointer to store LED/buzzer information of OSDP device

### 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\\_SetOsdpStandardActionConfig](#)

### Sample Code(C++)

[sample\\_getosdpstandardactionconfig.cpp](#)

```
int sdkResult = BS2_GetOsdpStandardActionConfig(context_, id, &config);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetOsdpStandardActionConfig call failed: %d",
sdkResult);
```

```
return sdkResult;
```

## Sample Code (C#)

[sample\\_getosdpstandardactionconfig.cs](#)

```
BS2ErrorCode result =  
(BS2ErrorCode)API.BS2_GetOsdpStandardActionConfig(sdkContext, deviceID,  
out config);  
if (result != BS2ErrorCode.BS_SDK_SUCCESS)  
    Console.WriteLine("Got error({0}).", result);  
else  
    Console.WriteLine("Call success.");  
return result;
```

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