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# BS2_GetSlaveExDevice

In case of CoreStation, searches a slave device from the RS-485 network.

## Declaration

```
#include "BS_API.h"

int BS2_GetSlaveExDevice(void* context, uint32_t deviceId, uint32_t
channelPort, BS2Rs485SlaveDeviceEX** slaveDevices, uint32_t* outchannelPort,
uint32_t* slaveDeviceCount);
```

> See BS2Rs485SlaveExDeviceEX Structure

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *channelPort* : Channel port
- [Out] *slaveDevices* : Slave device list pointer
- [Out] *outchannelPort* : Channel port of slave device
- [Out] *slaveDeviceCount* : Number of slave devices

> **NOTE**
> slaveDeviceObj 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_SetSlaveExDevice

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http://kb.supremainc.com/bs2sdk/ - **BioStar 2 Device SDK**

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