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BS2_GetWiegandDevices

Retrieves the Wiegand card readers being used.

Declaration

```
#include "BS_API.h"

int BS2_GetWiegandDevices(void* context, uint32_t deviceId, uint32_t**
wiegandDeviceObj, uint32_t* numWiegandDevice);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *wiegandDeviceObj* : Wiegand card reader list pointer
- [Out] *numWiegandDevice* : Number of Wiegand card readers

NOTE

The *wiegandDeviceObj* 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_SearchWiegandDevices](#)

[BS2_AddWiegandDevices](#)

[BS2_RemoveWiegandDevices](#)

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