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BS2_LockDoor

Configures the priority of when the door gets locked. The lock priority must be higher than the unlock to lock the door.

Declaration

```
#include "BS_API.h"

int BS2_LockDoor(void* context, uint32_t deviceId, uint8_t flag, uint32_t*
doorIds, uint32_t doorIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *flag* : Priority of the lock status to add
- [In] *doorIds* : List of door IDs
- [In] *doorIdCount* : Number of door IDs

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_GetDoorStatus](#)
[BS2_GetAllDoorStatus](#)
[BS2_SetDoor](#)
[BS2_SetDoorAlarm](#)
[BS2_RemoveDoor](#)
[BS2_RemoveAllDoor](#)
[BS2_ReleaseDoor](#)
[BS2_UnlockDoor](#)

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