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## BS2\_ReleaseDoor

Releases the lock/unlock flag of the door status. This initializes the priorities set to the door.

### Declaration

```
#include "BS_API.h"

int BS2_ReleaseDoor(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 door to release
- [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\\_LockDoor](#)  
[BS2\\_UnlockDoor](#)

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Last update: **2016/02/17 14:36**