

Table of Contents

BS2_UnlockDoor	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Door Control API](#) > [BS2_UnlockDoor](#)

BS2_UnlockDoor

Configures the priority of when the door gets opened.

Declaration

```
#include "BS_API.h"

int BS2_UnlockDoor(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 unlock 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_LockDoor](#)

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_unlockdoor

Last update: **2017/06/28 10:55**