

BS2_GetAvailableOsdpStandardDevice 1

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(C++) 1

(C#) 2

BS2_GetAvailableOsdpStandardDevice

[+ 2.8.4] CoreStation40

가 가 OSDP 가

```
#include "BS_API.h"

int BS2_GetAvailableOsdpStandardDevice(void* context, uint32_t deviceId,
BS2OsdpStandardDeviceAvailable* osdpDevices);
```

[BS2OsdpStandardDeviceAvailable](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *osdpDevices* : OSDP

BS_SDK_SUCCESS , 가

- [BS2_AddOsdpStandardDevice](#)
- [BS2_GetOsdpStandardDevice](#)
- [BS2_GetAvailableOsdpStandardDevice](#)
- [BS2_UpdateOsdpStandardDevice](#)
- [BS2_RemoveOsdpStandardDevice](#)
- [BS2_GetOsdpStandardDeviceCapability](#)
- [BS2_SetOsdpStandardDeviceSecurityKey](#)

(C++)

[sample_bs2_GetAvailableOsdpStandardDevice.cpp](#)

```
BS2osdpStandardDeviceAvailable osdpDevice = { , };

BS2_DEVICE_ID id = Utility::selectDeviceID(deviceList, false, false);
int sdkResult = BS2_GetAvailableOsdpStandardDevice(context_, id,
&osdpDevice);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetAvailableOsdpStandardDevice call failed: %d",
sdkResult);

return sdkResult;
```

(C#)

[sample_bs2_GetAvailableOsdpStandardDevice.cs](#)

```
BS2osdpStandardDeviceAvailable osdpDevices;

BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetAvailableOsdpStandardDevice(sdkContext,
deviceID, out osdpDevices);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    Console.WriteLine("Got error({0}).", result);
else
    Console.WriteLine("Call success.");

return result;
```

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