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BS2_GetDevicesCoreStation

CoreStation 가 .

```
#include "BS_API.h"

int BS2_GetDevicesCoreStation(void* context, BS2_DEVICE_ID** deviceListObj,
uint32_t* numDevice);
```

- [In] *context* : Context
- [Out] *deviceListObj* : CoreStation ID
- [Out] *numDevice* : CoreStation



BS_SDK_SUCCESS , 가

[BS2_SearchDevicesCoreStation](#)

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