

BS2_GetDoor 1
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BS2_GetDoor

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```
#include "BS_API.h"

int BS2_GetDoor(void* context, uint32_t deviceId, uint32_t* doorIds,
uint32_t doorIdCount, BS2Door** doorObj, uint32_t* numDoor);
```

BS2Door

- [In] *context* : Context
- [In] *deviceId* :
- [In] *doorIds* : 가 door id
- [In] *doorIdCount* : door id
- [Out] *doorObj* : door
- [Out] *numDoor* : door

doorObj [BS2_ReleaseObject](#)

BS_SDK_SUCCESS , 가

- [BS2_GetAllDoor](#)
- [BS2_GetDoorStatus](#)
- [BS2_GetAllDoorStatus](#)

BS2_SetDoor
BS2_SetDoor
BS2_SetDoorAlarm
BS2_RemoveDoor
BS2_RemoveAllDoor
BS2_ReleaseDoor
BS2_LockDoor
BS2_UnlockDoor

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