

BS2_GetOsdpStandardConfig 1

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(C++) 1

(C#) 2

BS2_GetOsdpStandardConfig

[+ 2.9.1] OSDP 가
 SDK -OSDP

```
#include "BS_API.h"

int BS2_GetOsdpStandardConfig(void* context, uint32_t deviceId,
BS2OsdpStandardConfig* config);
```

[BS2OsdpStandardConfig](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *config* : OSDP

BS_SDK_SUCCESS , 가

BS2_SetOsdpStandardConfig

(C++)

sample_getosdpstandardconfig.cpp

```
BS2OsdpStandardConfig config = { , };
int sdkResult = BS2_GetOsdpStandardConfig(context_, id, &config);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetOsdpStandardConfig call failed: %d", sdkResult);
```

```
return sdkResult;
```

(C#)

[sample_getosdpstandardconfig.cs](#)

```
BS20sdpStandardConfig config;  
BS2ErrorCode result =  
(BS2ErrorCode)API.BS2_GetOsdpStandardConfig(sdkContext, deviceID, out  
config);  
if (result != BS2ErrorCode.BS_SDK_SUCCESS)  
    Console.WriteLine("Got error({0}).", result);  
else  
    Console.WriteLine("Call success.");  
return result;
```

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