

BS2_GetOsdpStandardDevice

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(C++)

(C#)

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[Slave Control API](#) > [BS2_GetOsdpStandardDevice](#)

BS2_GetOsdpStandardDevice

[+ 2.8.4] CoreStation40 OSDP 가 .

```
#include "BS_API.h"
```

```
int BS2_GetOsdpStandardDevice(void* context, uint32_t osdpDeviceId,  
BS2osdpStandardDevice* osdpDevice);
```

[BS2OsdpStandardDevice](#)

- [In] *context* : Context
- [In] *osdpDeviceId* : OSDP
- [Out] *osdpDevice* : OSDP

BS_SDK_SUCCESS , 가

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

(C++)

[sample_bs2_getosdpstandarddevice.cpp](#)

```
BS2osdpStandardDevice osdpDevice = { , };

BS2_DEVICE_ID osdpID = Utility::selectSlaveID();
int sdkResult = BS2_GetOsdpStandardDevice(context_, osdpID,
&osdpDevice);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetOsdpStandardDevice call failed: %d", sdkResult);

return sdkResult;
```

(C#)

[sample_bs2_getosdpstandarddevice.cs](#)

```
UInt32 id = Util.GetInputSlaveID();

BS2osdpStandardDevice osdpDevice;
BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetOsdpStandardDevice(sdkContext, id, out
osdpDevice);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    Console.WriteLine("Got error({0}).", result);
else
    Console.WriteLine("Call success.");

return result;
```

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