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BS2_GetOsdpStandardDeviceCapability

[+ 2.9.1] CoreStation40 OSDP 가 .

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

```
int BS2_GetOsdpStandardDeviceCapability(void* context, uint32_t  
osdpDeviceId, BS2OsdpStandardDeviceCapability* capability);
```

BS2OsdpStandardDeviceCapability

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

BS_SDK_SUCCESS , 가

.

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

(C++)

[sample_bs2_getosdpstandarddevicecapability.cpp](#)

```
BS2osdpStandardDeviceCapability capability = { , };

BS2_DEVICE_ID id = Utility::selectSlaveID();
int sdkResult = BS2_GetOsdpStandardDeviceCapability(context_, id,
&capability);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetOsdpStandardDeviceCapability call failed: %d",
sdkResult);

return sdkResult;
```

(C#)

[sample_bs2_getosdpstandarddevicecapability.cs](#)

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

BS2osdpStandardDeviceCapability capability;
BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetOsdpStandardDeviceCapability(sdkContext, id,
out capability);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    Console.WriteLine("Got error({0}).", result);
else
    Console.WriteLine("Call success.");

return result;
```

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