

BS2_LockDevice	1
.....	1
.....	1
.....	1

[Device API](#) > [BS2_LockDevice](#)

BS2_LockDevice

```
#include "BS_API.h"

int BS2_LockDevice(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_lockdevice

Last update: **2016/03/02 09:17**