

**BS2\_RunAction** ..... 1  
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# BS2\_RunAction

[+ 2.8.1] 가 , LED, buzzer, sound, relay . .

```
#include "BS_API.h"

int BS2_RunAction(void* context, uint32_t deviceId, const BS2Action* action);
```

## BS2Action

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

BS\_SDK\_SUCCESS , 가

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