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# BS2\_ScanCard

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```

#include "BS_API.h"
C++
int BS2_ScanCard(void* context, BS2_DEVICE_ID deviceId, BS2Card* card,
OnReadyToScan ptrReadyToScan);

C#
extern public static int BS2_ScanCard(IntPtr context, UInt32 deviceId, out
BS2Card card, OnReadyToScan cbReadyToScan);

```

## BS2Card

- [In] *context* : Context
- [In] *deviceId* : ID
- [Out] *card* :
- [Out] *ptrReadyToScan* : 가

BS\_SDK\_SUCCESS , 가

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