

BS2_SetDoor 1
..... 1
..... 1
..... 1
..... 1

BS2_SetDoor

```
#include "BS_API.h"

int BS2_SetDoor(void* context, uint32_t deviceId, BS2Door* doors, uint32_t doorCount);
```

BS2Door

- [In] *context* : Context
- [In] *deviceId* :
- [In] *doors* : door
- [In] *doorCount* : door

BS_SDK_SUCCESS , 가

- BS2_GetDoor
- BS2_GetAllDoor
- BS2_GetDoorStatus
- BS2_GetAllDoorStatus
- BS2_SetDoorAlarm
- BS2_RemoveDoor
- BS2_RemoveAllDoor
- BS2_ReleaseDoor
- BS2_LockDoor
- BS2_UnlockDoor

From:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_setdoor

Last update: **2016/07/12 09:16**