

**BS2\_GetDataEncryptKey** ..... 1  
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[SDK API > BS2\\_GetDataEncryptKey](#)

# BS2\_GetDataEncryptKey

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```
#include "BS_API.h"

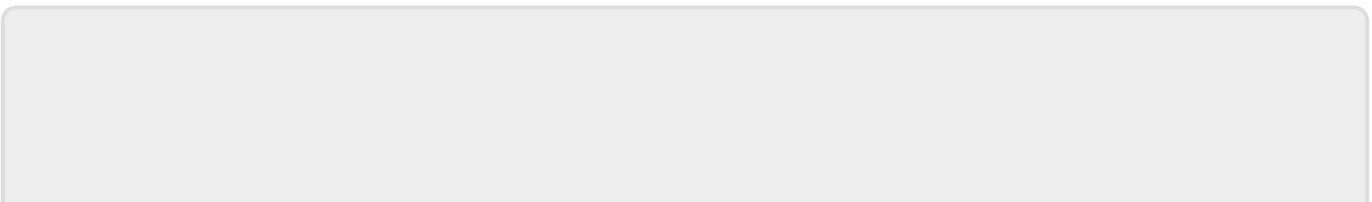
int BS2_GetDataEncryptKey(void* context, uint32_t deviceId, BS2EncryptKey* keyInfo);
```

[BS2EncryptKey](#)

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

BS\_SDK\_SUCCESS ,            가

[BS2\\_SetDataEncryptKey](#)  
[BS2\\_RemoveDataEncryptKey](#)



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