

Table of Contents

BS2_GetBlackList	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Blacklist API](#) > [BS2_GetBlackList](#)

BS2_GetBlackList

Retrieves a selected blacklist.

Declaration

```
#include "BS_API.h"

int BS2_GetBlackList(void* context, uint32_t deviceId, BS2BlackList*
blacklists, uint32_t blacklistCount, BS2BlackList** blacklistObj, uint32_t*
numBlacklist);
```

- [See BS2BlackList Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *blacklists* : List of blacklists to retrieve
- [In] *blacklistCount* : Number of blacklists to retrieve
- [Out] *blacklistObj* : Blacklist list pointer
- [Out] *numBlacklist* : Number of blacklists

NOTE

The *blacklistObj* variable needs to return the memory to the system by the [BS2_ReleaseObject](#) function after being used.

Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.
If there is an error, the corresponding error code will be returned.

See Also

[BS2_GetAllBlackList](#)
[BS2_SetBlackList](#)
[BS2_RemoveBlackList](#)

BS2_RemoveAllBlackList

From:

<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/bs2sdk./doku.php?id=en:bs2_getblacklist

Last update: **2017/03/01 18:04**