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## BS2\_GetCustomCardConfig

[+ 2.9.4] Retrieves Custom smart card settings.

### Declaration

```
#include "BS_API.h"

int BS2_GetCustomCardConfig(void* context, uint32_t deviceId,
BS2CustomCardConfig* config);
```

[See to structure BS2CustomCardConfig](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device Identifier
- [In] *config* : Pointer to get Custom smart card information

### 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\\_SetCustomCardConfig](#)

### Sample Code(C++)

[sample\\_getcustomcardconfig.cpp](#)

```
ConfigControl cc(context);
DeviceControl dc(context);
BS2DeviceCapabilities capabilities = { , };
BS2CustomCardConfig config = { , };
```

```
BS2_DEVICE_ID id = Utility::getSelectedDeviceID(device);

int sdkResult = dc.getDeviceCapabilities(id, capabilities);
if (BS_SDK_SUCCESS != sdkResult)
    return sdkResult;

if (!capabilities.customSmartCardSupported)
{
    TRACE("Not supported function.");
    return BS_SDK_ERROR_NOT_SUPPORTED;
}

sdkResult = cc.getCustomCardConfig(id, config);
if (BS_SDK_SUCCESS == sdkResult)
    ConfigControl::print(config);
else
    return sdkResult;

if (Utility::isYes("Do you want to scan card test?"))
{
    UserControl uc(context);
    BS2Card cardID;

    sdkResult = uc.scanCard(id, &cardID);
    if (BS_SDK_SUCCESS == sdkResult)
        UserControl::print(cardID);
}

return sdkResult;
```

## Sample Code(C#)

[sample\\_getcustomcardconfig.cs](#)

```
        BS2DeviceCapabilities capa;
        if (!CommonControl.getDeviceCapabilities(sdkContext,
deviceID, out capa))
            return;

        if (!Convert.ToBoolean(capa.functionExSupported &
(byte)BS2CapabilityFunctionExSupport.FUNCTIONEX_SUPPORT_CUSTOMSMARTCARD
))
        {
            Console.WriteLine("Not supported function.");
            return;
        }

        BS2CustomCardConfig config;
```

```
    Console.WriteLine("Trying to get CustomCardConfig");
    BS2ErrorCode result =
    (BS2ErrorCode)API.BS2_GetCustomCardConfig(sdkContext, deviceID, out
    config);
    if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    {
        Console.WriteLine("Got error({0}).", result);
        return;
    }
    else
    {
        print(config);
    }
}
```

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