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BS2_SetBlackList

Configures a blacklist.

Declaration

```
#include "BS_API.h"

int BS2_SetBlackList(void* context, uint32_t deviceId, BS2BlackList*
blacklists, uint32_t blacklistCount);
```

[See BS2BlackList Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *blacklists* : List of Blacklists to be stored
- [In] *blacklistCount* : Number of blacklists

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_GetBlackList](#)
[BS2_GetAllBlackList](#)
[BS2_RemoveBlackList](#)
[BS2_RemoveAllBlackList](#)

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<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_setblacklist

Last update: **2016/07/12 09:39**

