Blacklist API > BS2_GetAllBlackList

# BS2_GetAllBlackList

.

```
#include "BS_API.h"

int BS2_GetAllBlackList(void* context, uint32_t deviceId, BS2BlackList**
blacklistObj, uint32_t* numBlacklist);
```

> BS2BlackList

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *blacklistObj* : blacklist
- [Out] *numBlacklist* : blacklist

> blacklistObj                    BS2_ReleaseObject
>                         .

BS_SDK_SUCCESS                ,
.

BS2_GetBlackList
BS2_SetBlackList
BS2_RemoveBlackList
BS2_RemoveAllBlackList

From:
http://kb.supremainc.com/bs2sdk./ - **BioStar Device SDK**

Permanent link:
**http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_getallblacklist**

Last update: **2016/07/12 09:34**