

**BS2\_GetSupportedConfigMask** ..... 1  
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# BS2\_GetSupportedConfigMask

[+ 2.5.0]

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```
#include "BS_API.h"
```

```
int BS2_GetSupportedConfigMask(void* context, uint32_t deviceId,
BS2_CONFIG_MASK* configMask);
```

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

0x0000	None
0x0001	Factory configuration
0x0002	System configuration
0x0004	TCP/IP configuration
0x0008	RS485 configuration
0x0010	Wireless LAN configuration
0x0020	Authentication configuration
0x0040	Card configuration
0x0080	Fingerprint configuration
0x0100	Face configuration
0x0200	Trigger Action configuration
0x0400	Display configuration
0x0800	Sound configuration
0x1000	Status Signal(LED, Buzzer) configuration
0x2000	Wiegand configuration
0x4000	USB configuration
0x10000	Videophone configuration
0x20000	Interphone configuration
0x40000	Voice over IP configuration
0x80000	Input(Supervised input) configuration
0x100000	Wiegand IO Device configuration
0x200000	Time and Attendance configuration

0x400000	DNS and Server url configuration
0x800000	Event configuration
0x1000000	1x Card configuration
0x2000000	Multi-Wiegand configuration
0x4000000	Extended System configuration
0x10000000	RS485 Extended configuration
0x20000000	Extended Card configuration
0x40000000	Daylight Saving configuration
0x80000000	Extended DesFire Card configuration [+2.6.4]
0xFFFFFFFF	All configuration

BS\_SDK\_SUCCESS , 가

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