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# BS2\_GetTriggerActionConfig

Trigger action 가 .

```
#include "BS_API.h"

int BS2_GetTriggerActionConfig(void* context, uint32_t deviceId,
BS2TriggerActionConfig* config);
```

BS2TriggerActionConfig

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *config* : Trigger action

BS\_SDK\_SUCCESS , 가

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