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BS2_SetHolidayGroup

```
#include "BS_API.h"

int BS2_SetHolidayGroup(void* context, uint32_t deviceId, BS2HolidayGroup*
holidayGroups, uint32_t holidayGroupCount);
```

[BS2HolidayGroup](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *holidayGroups* : holiday group
- [In] *holidayGroupCount* : holiday group

BS_SDK_SUCCESS , 가

- [BS2_GetHolidayGroup](#)
- [BS2_GetAllHolidayGroup](#)
- [BS2_RemoveHolidayGroup](#)
- [BS2_RemoveAllHolidayGroup](#)

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