

Table of Contents

<i>BS2_GetSystemConfig</i>	1
Declaration	1
Parameter	1
Return Value	1

Configuration API > [BS2_GetSystemConfig](#)

BS2_GetSystemConfig

Retrieves system settings from the device

Declaration

```
#include "BS_API.h"

int BS2_GetSystemConfig(void* context, uint32_t deviceId, BS2SystemConfig*
config);
```

[See BS2SystemConfig Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *config* : System configurations pointer

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.

If there is an error, the corresponding error code will be returned.

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