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BS2_DisableDeviceLicense

[+ 2.9.1] Disable device licenses by collectively selecting the device connected as master-slave. Deactivation results for each device are returned through `outResultObj` and `outNumOfResult`. This feature is available only on devices that support the device license activation feature, and the devices that support the feature are listed below.

Supported devices	Firmware
XS2-Finger	V1.2.0
XS2-Card	V1.2.0
BS3	V1.1.0

Declaration

```
#include "BS_API.h"

int BS2_DisableDeviceLicense(void* context, uint32_t deviceId, const
BS2LicenseBlob* licenseBlob, BS2LicenseResult** outResultObj, uint32_t*
outNumOfResult);
```

[See BS2LicenseBlob Structure](#)
[See BS2LicenseResult Structure](#)

Parameter

- [In] `context` : Context
- [In] `deviceId` : Device Identifier
- [In] `licenseBlob` : Device license information structure pointer
- [Out] `outResultObj` : Pointer to structure to receive device license deactivation result
- [Out] `outNumOfResult` : Number of device license deactivation result structures

NOTE

The `outResultObj` parameter must be used and then returned memory to the system via the [BS2_ReleaseObject](#) function.

Return Value

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

Sample Code(C++)

[sample_setdebugfilelogex.cpp](#)

```
const char* CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
int sdkResult = BS2_SetDebugFileLogEx(DEBUG_LOG_ALL, DEBUG_MODULE_ALL,
CURRENT_DIR, MAX_SIZE_LOG_FILE);
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_SetDebugFileLogEx call failed: %d", sdkResult);
    return;
}
```

Sample Code (C#)

[sample_setdebugfilelogex.cs](#)

```
const string CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
IntPtr ptrDir = Marshal.StringToHGlobalAnsi(CURRENT_DIR);
result =
(BS2ErrorCode)API.BS2_SetDebugFileLogEx(Constants.DEBUG_LOG_OPERATION_A
LL, Constants.DEBUG_MODULE_ALL, ptrDir, MAX_SIZE_LOG_FILE);
Marshal.FreeHGlobal(ptrDir);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
```

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