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BS2_GetBlackList

Retrieves a selected blacklist.

Declaration

```
#include "BS_API.h"

int BS2_GetBlackList(void* context, uint32_t deviceId, BS2BlackList*
blacklists, uint32_t blacklistCount, BS2BlackList** blacklistObj, uint32_t*
numBlacklist);
```

- [See BS2BlackList Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *blacklists* : List of blacklists to retrieve
- [In] *blacklistCount* : Number of blacklists to retrieve
- [Out] *blacklistObj* : Blacklist list pointer
- [Out] *numBlacklist* : Number of blacklists

NOTE

The *blacklistObj* variable needs to return the memory to the system by the [BS2_ReleaseObject](#) function after being used.

Return Value

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

See Also

[BS2_GetAllBlackList](#)
[BS2_SetBlackList](#)
[BS2_RemoveBlackList](#)

BS2_RemoveAllBlackList

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