

Table of Contents

BS2_GetHolidayGroup	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Access Control API](#) > [BS2_GetHolidayGroup](#)

BS2_GetHolidayGroup

Retrieves selected holiday groups.

Declaration

```
#include "BS_API.h"

int BS2_GetHolidayGroup(void* context, uint32_t deviceId, uint32_t*
holidayGroupIds, uint32_t holidayGroupIdCount, BS2HolidayGroup**
holidayGroupObj, uint32_t* numHolidayGroup);
```

[See BS2HolidayGroup Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *holidayGroupIds* : List of holiday group IDs to retrieve
- [In] *holidayGroupIdCount* : Number of holiday groups to retrieve
- [Out] *holidayGroupObj* : Holiday Group list pointer
- [Out] *numHolidayGroup* : Number of holiday groups

NOTE

The *holidayGroupObj* 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_GetAllHolidayGroup](#)

[BS2_SetHolidayGroup](#)
[BS2_RemoveHolidayGroup](#)
[BS2_RemoveAllHolidayGroup](#)

From:

<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getholidaygroup

Last update: **2017/03/01 18:04**