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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](#)

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