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## BS2\_SetBlackList

Configures a blacklist.

### Declaration

```
#include "BS_API.h"

int BS2_SetBlackList(void* context, uint32_t deviceId, BS2BlackList*
blacklists, uint32_t blacklistCount);
```

[See BS2BlackList Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *blacklists* : List of Blacklists to be stored
- [In] *blacklistCount* : Number of blacklists

### 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\\_GetBlackList](#)  
[BS2\\_GetAllBlackList](#)  
[BS2\\_RemoveBlackList](#)  
[BS2\\_RemoveAllBlackList](#)

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