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## BS2\_GetBlackList

가 .

```
#include "BS_API.h"

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

- [In] *context* : Context
- [In] *deviceId* :
- [In] *blacklists* : 가 blacklist
- [In] *blacklistCount* : blacklist
- [Out] *blacklistObj* : blacklist
- [Out] *numBlacklist* : blacklist



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAllBlackList](#)
- [BS2\\_SetBlackList](#)
- [BS2\\_RemoveBlackList](#)
- [BS2\\_RemoveAllBlackList](#)

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