

**BS2\_GetConfig** ..... 1  
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# BS2\_GetConfig

Configuration blob 가 .

```
#include "BS_API.h"

int BS2_GetConfig(void* context, uint32_t deviceId, BS2Configs* configs);
```

## BS2Configs

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *configs* : configuration blob.

configs configMask가 .

BS\_SDK\_SUCCESS , 가

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