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## BS2\_GetCredentialKeyInfo

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```
#include "BS_API.h"

int BS2_GetCredentialKeyInfo(void* context, uint32_t deviceId,
BS2CredentialKeyInfo* keyInfo);
```

[BS2CredentialKeyInfo](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *keyInfo* :

BS\_SDK\_SUCCESS , 가

[BS2\\_SetCredentialKeyInfo](#)

[BS2\\_RemoveCredentialKeyInfo](#)

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