

**BS2\_SetCredentialKeyInfo** ..... 1

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# BS2\_SetCredentialKeyInfo

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```
#include "BS_API.h"
```

```
int BS2_SetCredentialKeyInfo(void* context, uint32_t deviceId, const BS2CredentialKeyInfo* keyInfo);
```

[BS2CredentialKeyInfo](#)

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

BS\_SDK\_SUCCESS , 가

[BS2\\_GetCredentialKeyInfo](#)

[BS2\\_RemoveCredentialKeyInfo](#)

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