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BS2_GetConfig

Retrieves configuration blob from the device.

Declaration

```
#include "BS_API.h"

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

See BS2Configs Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *configs* : Configuration blob

> **NOTE**
> If the configMask from the configs is not supported from the device, an error will be returned.

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.