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BS2_GetLicenseConfig

[+ 2.9.1] Gets the device license activation information in the device.

Declaration

```
#include "BS_API.h"

int BS2_GetLicenseConfig(void* context, uint32_t deviceId, BS2LicenseConfig* config);
```

> See BS2LicenseConfig Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device Identifier
- [Out] *config* : Pointer to store license information

Return Value

Returns "BS_SDK_SUCCESS" if successful, or a corresponding error code if an error occurs.