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## BS2\_QueryDeviceLicense

[+ 2.9.1] Get the device license activation/deactivation status of the device connected as master-slave.

This feature is available only on devices that support the device license activation feature, and the devices that support the feature are listed below.

Supported devices	Firmware
XS2-Finger	V1.2.0
XS2-Card	V1.2.0
BS3	V1.1.0

### Declaration

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

```
int BS2_QueryDeviceLicense(void* context, uint32_t deviceId,  
BS2_LICENSE_TYPE licenseType, BS2LicenseResult** outResultObj, uint32_t*  
outNumOfResult);
```

[See BS2LicenseResult Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device Identifier
- [In] *licenseType* : Device License Type

Value	Description
0x0000	None
0x0001	Visual QR

- [Out] *outResultObj* : Pointer to structure to receive device license activation result
- [Out] *outNumOfResult* : Number of device license activation result structures

#### NOTE

The *outResultObj* parameter must be used and then returned memory to the system via the [BS2\\_ReleaseObject](#) function.

## Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned. If there is an error, the corresponding error code will be returned.

## Sample Code(C++)

[sample\\_setdebugfilelogex.cpp](#)

```
const char* CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
int sdkResult = BS2_SetDebugFileLogEx(DEBUG_LOG_ALL, DEBUG_MODULE_ALL,
CURRENT_DIR, MAX_SIZE_LOG_FILE);
if (BS_SDK_SUCCESS != sdkResult)
{
    printf("BS2_SetDebugFileLogEx call failed: %d", sdkResult);
    return;
}
```

## Sample Code (C#)

[sample\\_setdebugfilelogex.cs](#)

```
const string CURRENT_DIR = ".";
const int MAX_SIZE_LOG_FILE = 100; // 100MB
IntPtr ptrDir = Marshal.StringToHGlobalAnsi(CURRENT_DIR);
result =
(BS2ErrorCode)API.BS2_SetDebugFileLogEx(Constants.DEBUG_LOG_OPERATION_A
LL, Constants.DEBUG_MODULE_ALL, ptrDir, MAX_SIZE_LOG_FILE);
Marshal.FreeHGlobal(ptrDir);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
```

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