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# BS2\_GetCustomCardConfig

[+ 2.9.4] Custom smart card 가 .

```
#include "BS_API.h"

int BS2_GetCustomCardConfig(void* context, uint32_t deviceId,
BS2CustomCardConfig* config);
```

BS2CustomCardConfig

- [In] *context* : Context
- [In] *deviceId* :
- [In] *config* : Custom smart card

BS\_SDK\_SUCCESS , 가

## BS2\_SetCustomCardConfig

(C++)

### sample\_getcustomcardconfig.cpp

```
int sdkResult = BS2_GetCustomCardConfig(context_, id, &config);
if (BS_SDK_SUCCESS != sdkResult)
    printf("BS2_GetCustomCardConfig call failed: %d", sdkResult);
return sdkResult;
```

**(C#)**[sample\\_getcustomcardconfig.cs](#)

```
    BS2ErrorCode result =
    (BS2ErrorCode)API.BS2_GetCustomCardConfig(sdkContext, deviceID, out
    config);
    if (result != BS2ErrorCode.BS_SDK_SUCCESS)
        Console.WriteLine("Got error({0}).", result);
    else
        Console.WriteLine("Call success.");
    return result;
```

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