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BS2_GetHolidayGroup

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```
#include "BS_API.h"

int BS2_GetHolidayGroup(void* context, uint32_t deviceId, uint32_t*
holidayGroupIds, uint32_t holidayGroupIdCount, BS2HolidayGroup**
holidayGroupObj, uint32_t* numHolidayGroup);
```

BS2HolidayGroup

- [In] *context* : Context
- [In] *deviceId* :
- [In] *holidayGroupIds* : 가 holiday group id
- [In] *holidayGroupIdCount* : holiday group id
- [Out] *holidayGroupObj* : holiday group
- [Out] *numHolidayGroup* : holiday group

holidayGroupObj [BS2_ReleaseObject](#)

BS_SDK_SUCCESS , 가

[BS2_GetAllHolidayGroup](#)
[BS2_SetHolidayGroup](#)

[BS2_RemoveHolidayGroup](#)
[BS2_RemoveAllHolidayGroup](#)

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