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# BS2\_GetLicenseConfig

[+ 2.9.1] 가 가 가 .

```
#include "BS_API.h"

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

BS2LicenseConfig

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *config* :

BS\_SDK\_SUCCESS , 가

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Last update: 2023/02/14 14:46