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# BS2\_SetHolidayGroup

```
#include "BS_API.h"

int BS2_SetHolidayGroup(void* context, uint32_t deviceId, BS2HolidayGroup*
holidayGroups, uint32_t holidayGroupCount);
```

[BS2HolidayGroup](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *holidayGroups* : holiday group
- [In] *holidayGroupCount* : holiday group

BS\_SDK\_SUCCESS , 가

- [BS2\\_GetHolidayGroup](#)
- [BS2\\_GetAllHolidayGroup](#)
- [BS2\\_RemoveHolidayGroup](#)
- [BS2\\_RemoveAllHolidayGroup](#)

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