

**BS2\_SetStatusConfig** ..... 1  
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## BS2\_SetStatusConfig

led, buzzer

```
#include "BS_API.h"

int BS2_SetStatusConfig(void* context, uint32_t deviceId, BS2StatusConfig* config);
```

BS2StatusConfig

- [In] *context* : Context
- [In] *deviceId* :
- [In] *config* : led, buzzer

BS\_SDK\_SUCCESS , 가

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