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Configuration API > BS2_GetDisplayConfig

BS2_GetDisplayConfig

UI

가

```
#include "BS_API.h"

int BS2_GetDisplayConfig(void* context, uint32_t deviceId, BS2DisplayConfig*
config);
```

BS2DisplayConfig

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

BS_SDK_SUCCESS , 가

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<http://kb.supremainc.com/bs2sdk/> - BioStar 2 Device SDK

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