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# BS2\_ScanFace

FaceStation2

```
#include "BS_API.h"

int BS2_ScanFace(void* context, uint32_t deviceId, BS2Face* face, uint8_t
erollmentThreshold, OnReadyToScan ptrReadyToScan);
```

## BS2Face

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *face* :
- [In] *erollmentThreshold* : erollmentThreshold - [BS2FaceConfig.enrollThreshold](#)
- [Out] *ptrReadyToScan* : 가

BS\_SDK\_SUCCESS , 가

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Last update: **2020/10/22 09:42**