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# BS2\_ScanFingerprintEx

[+ 2.5.0]

V2.6.4 가 [BS2\\_GetFingerTemplateQuality](#)

```
#include "BS_API.h"

int BS2_ScanFingerprintEx(void* context, uint32_t deviceId, BS2Fingerprint*
finger, uint32_t templateIndex, uint32_t quality, uint8_t templateFormat,
uint32_t* outquality, OnReadyToScan ptrReadyToScan);
```

[BS2Fingerprint](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *finger* :
- [In] *templateIndex* :
- [In] *quality* :
- [In] *templateFormat* :
- [Out] *outquality* :
- [Out] *ptrReadyToScan* : 가

BS\_SDK\_SUCCESS , 가

[BS2\\_VerifyFingerprint](#)

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