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BS2_SetSystemConfig

```
#include "BS_API.h"

int BS2_SetSystemConfig(void* context, uint32_t deviceId, BS2SystemConfig* config);
```

BS2SystemConfig

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

BS_SDK_SUCCESS , 가

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Last update: **2016/07/12 09:07**