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BS2_SetWiegandConfig

Wiegand

```
#include "BS_API.h"

int BS2_SetWiegandConfig(void* context, uint32_t deviceId, BS2WiegandConfig* config);
```

[BS2WiegandConfig](#)

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

BS_SDK_SUCCESS , 가

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