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## BS2\_SetDisplayConfig

Stores sound and UI settings on the device.

### Declaration

```
#include "BS_API.h"

int BS2_SetDisplayConfig(void* context, uint32_t deviceId, BS2DisplayConfig* config);
```

[See BS2DisplayConfig Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *config* : Sound effect and UI configurations pointer

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.  
If there is an error, the corresponding error code will be returned.

From:

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

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