

BS2_GetFaceConfig 1
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[Configuration API](#) > [BS2_GetFaceConfig](#)

BS2_GetFaceConfig

Face 가

```
#include "BS_API.h"

int BS2_GetFaceConfig(void* context, uint32_t deviceId, BS2FaceConfig*
config);
```

[BS2FaceConfig](#)

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

BS_SDK_SUCCESS , 가

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

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Last update: **2017/06/28 11:27**