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## BS2\_SetFingerprintConfig

```
#include "BS_API.h"

int BS2_SetFingerprintConfig(void* context, uint32_t deviceId,
BS2FingerprintConfig* config);
```

BS2FingerprintConfig

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

BS\_SDK\_SUCCESS , 가

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