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BS2_SetFaceConfig

Stores face settings on the device.

Declaration

```
#include "BS_API.h"

int BS2_SetFaceConfig(void* context, uint32_t deviceId, BS2FaceConfig*
config);
```

> See BS2FaceConfig Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *config* : Face settings pointer

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.