

**BS2\_SetConfig** ..... 1  
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# BS2\_SetConfig

Configuration blob

```
#include "BS_API.h"

int BS2_SetConfig(void* context, uint32_t deviceId, BS2Configs* configs);
```

BS2Configs

- [In] *context* : Context
- [In] *deviceId* :
- [In] *configs* : configuration blob

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BS\_SDK\_SUCCESS , 가

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