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## BS2\_SetFaceConfig

Face

```
#include "BS_API.h"

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

[BS2FaceConfig](#)

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

BS\_SDK\_SUCCESS , 가

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