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BS2_SetAuthConfig

Stores authentication settings on the device

Declaration

```
#include "BS_API.h"

int BS2_SetAuthConfig(void* context, uint32_t deviceId, BS2AuthConfig* config);
```

[See BS2AuthConfig Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *config* : Authentication configurations pointer

Return Value

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

From:

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

Permanent link:

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