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BS2_SetConfig

Stores configuration blob on the device.

Declaration

```
#include "BS_API.h"

int BS2_GetConfig(void* context, uint32_t deviceId, BS2Configs* configs);
```

[See BS2Configs Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *configs* : Configuration blob

NOTE

If there is a configuration not supported by the device, an error will be returned.

Return Value

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

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