

**BS2\_GetDisplayConfig** ..... 1  
..... 1  
..... 1  
..... 1

# BS2\_GetDisplayConfig

UI 가 .

```
#include "BS_API.h"

int BS2_GetDisplayConfig(void* context, uint32_t deviceId, BS2DisplayConfig* config);
```

BS2DisplayConfig

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *config* : UI

BS\_SDK\_SUCCESS , 가

From: <https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link: [https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2\\_getdisplayconfig](https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_getdisplayconfig)

Last update: **2016/07/12 09:09**