

**BS2\_ScanFingerprint**

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[Fingerprint API](#) > [BS2\\_ScanFingerprint](#)

## BS2\_ScanFingerprint

```
#include "BS_API.h"
```

```
int BS2_ScanFingerprint(void* context, uint32_t deviceId, BS2Fingerprint*  
finger, uint32_t templateIndex, uint32_t quality, uint8_t templateFormat,  
OnReadyToScan ptrReadyToScan);
```

### BS2Fingerprint

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *finger* :
- [In] *templateIndex* :
- [In] *quality* :
- [In] *templateFormat* :
- [Out] *outquality* :
- [Out] *ptrReadyToScan* : 가

BS\_SDK\_SUCCESS , 가

### [BS2\\_VerifyFingerprint](#)

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