Configuration API > BS2_SetFaceConfig

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   ,

.

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