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## BS2\_VerifyFingerprint

```
#include "BS_API.h"

int BS2_VerifyFingerprint(void* context, uint32_t deviceId, BS2Fingerprint* finger);
```

BS2Fingerprint

- [In] *context* : Context
- [In] *deviceId* :
- [In] *finger* :

가 BS\_SDK\_SUCCESS , 가

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- [BS2\\_GetLastFingerprintImage](#)
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