

BS2_UpdateResource 1
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BS2_UpdateResource

```
#include "BS_API.h"

int BS2_UpdateResource(void* context, uint32_t deviceId, BS2ResourceElement* resourceElement, uint8_t keepVerifyingSlaveDevice, OnProgressChanged ptrProgressChanged);
```

BS2ResourceElement

- [In] *context* : Context
- [In] *deviceId* :
- [In] *resourceElement* :
- [In] *keepVerifyingSlaveDevice* :
- [In] *ptrProgressChanged* : progress change listener

keepVerifyingSlaveDevice

BS_SDK_SUCCESS , 가

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