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## BS2\_ResponseUserPhrase

[+ 2.7.0] Transfers the user phrase to the device.

### Declaration

```
#include "BS_API.h"

int BS2_ResponseUserPhrase(void* context, uint32_t deviceId, uint16_t seq,
int handleResult, const BS2_USER_PHRASE userPhrase);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *seq* : Packet sequence number
- [In] *handleResult* : Matching result (BS\_SDK\_SUCCESS or BS\_SDK\_ERROR\_XXX)
- [In] *userPhrase* : Matched user phrase

#### NOTE

Packet sequence number must be equivalent to the value sent from the OnIdentifyUser.

패킷 일련번호는 반드시 OnVerifyUser에서 전달받은 값과 동일해야 합니다.

### Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.

If there is an error, the corresponding error code will be returned.

### 함께 보기

[BS2\\_SetUserPhraseHandler](#)

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