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BS2_SetServerMatchingHandler

Registers callback functions that can distinguish whether the card, fingerprint, user ID corresponds.

Declaration

```
#include "BS_API.h"

int BS2_SetServerMatchingHandler(void* context, OnVerifyUser ptrVerifyUser,
OnIdentifyUser ptrIdentifyUser);
```

Parameter

- [In] *context* : Context
- [In] *ptrVerifyUser* : Callback function that is called when the user information mapped to the card or user ID is required from the device
- [In] *ptrIdentifyUser* : Callback function that is called when the user information mapped to the fingerprint is required from the device

> **NOTE**
> To use the server matching service, the BS2AuthConfig's useServerMatching should be set as true.

Return Value

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

See Also

BS2_VerifyUser
BS2_IdentifyUser

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