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BS2_SetUserPhraseHandler

[+ 2.7.0] Registers the server user phrase handler.

Declaration

```
#include "BS_API.h"

int BS2_SetUserPhraseHandler(void* context, OnUserPhrase ptrQuery);
```

Parameter

- [In] *context* : Context
- [In] *ptrQuery* : Callback function to ask for user phrase to the server after successful authentication

NOTE

To use the server matching service, the [BS2DisplayConfig](#)'s `queryUserPhrase` 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_ResponseUserPhrase](#)

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