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BS2_UpdateResource

Updates the resource.

Declaration

```
#include "BS_API.h"

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

See BS2ResourceElement Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *resourceElement* : Resource element
- [In] *keepVerifyingSlaveDevice* : Flag that decides whether to enable the authentication on the slave device when upgrading the resource
- [In] *ptrProgressChanged* : Progress change listener

> **NOTE**
> keepVerifyingSlaveDevice parameter needs to be checked whether it is supported from the firmware.

Return Value

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

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