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BS2_IdentifyUser

```
#include "BS_API.h"

int BS2_IdentifyUser(void* context, uint32_t deviceId, uint16_t seq, int
handleResult, BS2UserBlob* userBlob);
```

[BS2UserBlob](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *seq* :
- [In] *handleResult* : (BS_SDK_SUCCESS or BS_SDK_ERROR_XXX)
- [In] *userBlob* :

OnIdentifyUser

handleResult가 BS_SDK_SUCCESS , userBlob가 null

BS_SDK_SUCCESS , 가

[BS2_SetServerMatchingHandler](#)

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<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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