BS2_UpdateResource

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```
#include "BS_API.h"

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

> [BS2ResourceElement](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *resourceElement* :
- [In] *keepVerifyingSlaveDevice* :
- [In] *ptrProgressChanged* : progress change listener

> keepVerifyingSlaveDevice
> .

BS_SDK_SUCCESS ,

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