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BS2_IdentifyUserSmall

[+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device. The only difference between with [BS2_IdentifyUser](#) which is using structure [BS2UserBlob](#) is that the 5th parameter `BS2UserPhoto` of `BS2UserSmallBlob` is using pointer for efficient memory use.

Declaration

```
#include "BS_API.h"

int BS2_IdentifyUserSmall(void* context, uint32_t deviceId, uint16_t seq,
int handleResult, BS2UserSmallBlob* userBlob);
```

[See BS2UserSmallBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *seq* : Packet sequence number
- [In] *handleResult* : Value of matching result(`BS_SDK_SUCCESS` or `BS_SDK_ERROR_XXX`)
- [In] *userBlob* : Matched user information

Note

Packet sequence number must be equivalent to the value sent from the `OnIdentifyUser`.

If the `handleResult` is `BS_SDK_SUCCESS`, the `userBlob` should not be null.

Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.

See Also

[BS2_VerifyUserSmall](#)
[BS2_IdentifyUserSmall](#)
[BS2_VerifyUserSmallEx](#)
[BS2_IdentifyUserSmallEx](#)

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