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BS2_IdentifyUserSmallEx

[+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device. The only difference between with BS2_IdentifyUserEx which is using structure BS2UserBlobEx is that the 5th parameter BS2UserPhoto of BS2UserSmallBlobEx is using pointer for efficienct memory use.

Declaration

```
#include "BS_API.h"

int BS2_IdentifyUserSmallEx(void* context, uint32_t deviceId, uint16_t seq,
int handleResult, BS2UserSmallBlobEx* userBlob);
```

See BS2UserSmallBlobEx 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.
If there is an error, the corresponding error code will be returned.

See Also

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

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