

# Table of Contents

<b>BS2_ResponseUserPhrase</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[Server API](#) > [BS2\\_ResponseUserPhrase](#)

---

## BS2\_ResponseUserPhrase

[+ 2.7.0] Transfers the user phrase to the device.

### Declaration

```
#include "BS_API.h"

int BS2_ResponseUserPhrase(void* context, uint32_t deviceId, uint16_t seq,
int handleResult, const BS2_USER_PHRASE userPhrase);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *seq* : Packet sequence number
- [In] *handleResult* : Matching result (BS\_SDK\_SUCCESS or BS\_SDK\_ERROR\_XXX)
- [In] *userPhrase* : Matched user phrase

#### NOTE

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

### 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\\_SetUserPhraseHandler](#)

From:

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

Permanent link:

[http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2\\_responseuserphrase](http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_responseuserphrase)

Last update: **2020/07/29 15:32**