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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 OnIdentifyUser.

패킷 일련번호는 반드시 OnVerifyUser에서 전달받은 값과 동일해야 합니다.

반환값

성공적으로 수행될 경우 BS_SDK_SUCCESS를 반환하고, 에러가 발생할 경우 상응하는 에러 코드를 반환합니다.

함께 보기

[BS2_SetUserPhraseHandler](#)

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Last update: **2020/07/29 15:18**