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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.

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](#)

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