

BS2_IdentifyUserEx 1

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BS2_IdentifyUserEx

```
#include "BS_API.h"

int BS2_IdentifyUserEx(void* context, uint32_t deviceId, uint16_t seq, int
handleResult, BS2UserBlobEx* userBlob);
```

BS2UserBlobEx

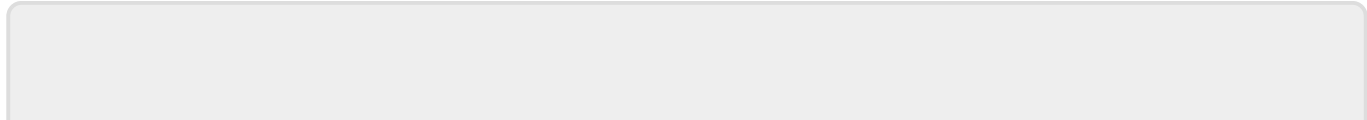
- [In] *context* : Context
- [In] *deviceId* :
- [In] *seq* :
- [In] *handleResult* : (BS_SDK_SUCCESS or BS_SDK_ERROR_XXX)
- [In] *userBlob* :

OnIdentifyUser

handleResult가 BS_SDK_SUCCESS , userBlob가 null

BS_SDK_SUCCESS , 가

BS2_SetServerMatchingHandler



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

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