

**BS2\_SetUserPhraseHandler** ..... 1  
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# BS2\_SetUserPhraseHandler

[+ 2.7.0]

```
#include "BS_API.h"

int BS2_SetUserPhraseHandler(void* context, OnUserPhrase ptrQuery);
```

- [In] *context* : Context
- [In] *ptrQuery* :



BS\_SDK\_SUCCESS , 가

## BS2\_ResponseUserPhrase

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

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