Server API > BS2_VerifyUser

BS2_VerifyUser

User ID   .

```
#include "BS_API.h"

int BS2_VerifyUser(void* context, uint32_t deviceId, uint16_t seq, int
handleResult, BS2UserBlob* userBlob);
```

> BS2UserBlob

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

OnVerifyUser
.
handleResult   BS_SDK_SUCCESS   , userBlob   null
.

BS_SDK_SUCCESS   ,
.

BS2_SetServerMatchingHandler

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