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BS2_IdentifyUser

Transfers user information mapped to the fingerprint authentication results to the device.

Declaration

```
#include "BS_API.h"

int BS2_IdentifyUser(void* context, uint32_t deviceId, uint16_t seq, int
handleResult, BS2UserBlob* userBlob);
```

[See BS2UserBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *seq* : Packet sequence number
- [In] *handleResult* : Value of matching result(BS_SDK_SUCCESS or BS_SDK_ERROR_XXX)
- [In] *userBlob* : Matched user information

NOTE

Packet sequence number must be equivalent to the value sent from the OnIdentifyUser.

If the handleResult is BS_SDK_SUCCESS, the userBlob should not be null.

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_SetServerMatchingHandler](#)

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