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BS2_IdentifyUserEx

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

Declaration

```
#include "BS_API.h"

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

> See BS2UserBlobEx 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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http://kb.supremainc.com/bs2sdk/ - **BioStar 2 Device SDK**

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