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## BS2\_IdentifyUserSmallEx

[+ 2.6.3] Transfers user information mapped to the fingerprint authentication results to the device. The only difference between with [BS2\\_IdentifyUserEx](#) which is using structure [BS2UserBlobEx](#) is that the 5th parameter `BS2UserPhoto` of `BS2UserSmallBlobEx` is using pointer for efficient memory use.

### Declaration

```
#include "BS_API.h"

int BS2_IdentifyUserSmallEx(void* context, uint32_t deviceId, uint16_t seq,
int handleResult, BS2UserSmallBlobEx* userBlob);
```

[See BS2UserSmallBlobEx 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\\_VerifyUserSmall](#)  
[BS2\\_IdentifyUserSmall](#)  
[BS2\\_VerifyUserSmallEx](#)  
[BS2\\_IdentifyUserSmallEx](#)

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