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BS2_ResponseUserPhrase

[+ 2.7.0] Transfers the user phrase to the device.

Declaration

```
#include "BS_API.h"

int BS2_ResponseUserPhrase(void* context, uint32_t deviceId, uint16_t seq,
int handleResult, const BS2_USER_PHRASE userPhrase);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *seq* : Packet sequence number
- [In] *handleResult* : Matching result (BS_SDK_SUCCESS or BS_SDK_ERROR_XXX)
- [In] *userPhrase* : Matched user phrase

NOTE

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

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_SetUserPhraseHandler](#)

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