

# Table of Contents

<b>BS2_SetServerMatchingHandler</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[Server API](#) > [BS2\\_SetServerMatchingHandler](#)

---

## BS2\_SetServerMatchingHandler

Registers callback functions that can distinguish whether the card, fingerprint, user ID corresponds.

### Declaration

```
#include "BS_API.h"

int BS2_SetServerMatchingHandler(void* context, OnVerifyUser ptrVerifyUser,
OnIdentifyUser ptrIdentifyUser);
```

### Parameter

- [In] *context* : Context
- [In] *ptrVerifyUser* : Callback function that is called when the user information mapped to the card or user ID is required from the device
- [In] *ptrIdentifyUser* : Callback function that is called when the user information mapped to the fingerprint is required from the device

#### NOTE

To use the server matching service, the [BS2AuthConfig](#)'s `useServerMatching` should be set as true.

### 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\\_VerifyUser](#)

[BS2\\_IdentifyUser](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

[https://kb.supremainc.com/kbtest/doku.php?id=en:bs2\\_setservermatchinghandler](https://kb.supremainc.com/kbtest/doku.php?id=en:bs2_setservermatchinghandler)

Last update: **2016/02/19 16:48**