Server API > BS2_IdentifyUser

BS2_IdentifyUser

.

```
#include "BS_API.h"

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

> BS2UserBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *seq* :
- [In] *handleResult* : (BS_SDK_SUCCESS or BS_SDK_ERROR_XXX)
- [In] *userBlob* :

> OnIdentifyUser
>
> .
>
> handleResult BS_SDK_SUCCESS , userBlob null
>
> .

BS_SDK_SUCCESS ,

.

BS2_SetServerMatchingHandler

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