

**BS2\_IdentifyUserEx** ..... 1  
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# BS2\_IdentifyUserEx

```
#include "BS_API.h"
```

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

## BS2UserBlobEx

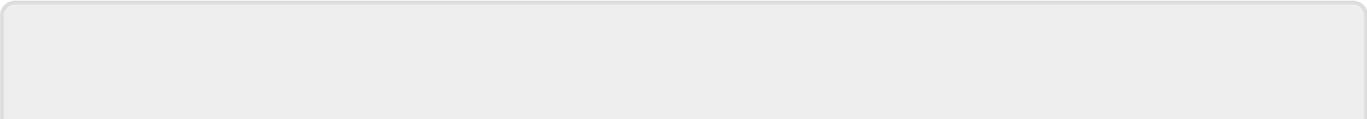
- [In] *context* : Context
- [In] *deviceId* :
- [In] *seq* :
- [In] *handleResult* : (BS\_SDK\_SUCCESS or BS\_SDK\_ERROR\_XXX)
- [In] *userBlob* :

OnIdentifyUser

handleResult가 BS\_SDK\_SUCCESS , userBlob가 null

BS\_SDK\_SUCCESS , 가

## BS2\_SetServerMatchingHandler



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