

**BS2\_ResponseUserPhrase** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

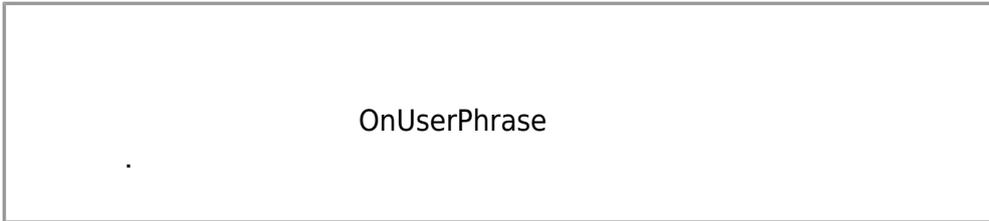
# BS2\_ResponseUserPhrase

[+ 2.7.0]

```
#include "BS_API.h"

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

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



BS\_SDK\_SUCCESS , 가

## BS2\_SetUserPhraseHandler

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

Permanent link: [https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2\\_responseuserphrase](https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_responseuserphrase)

Last update: **2020/07/29 15:28**

