

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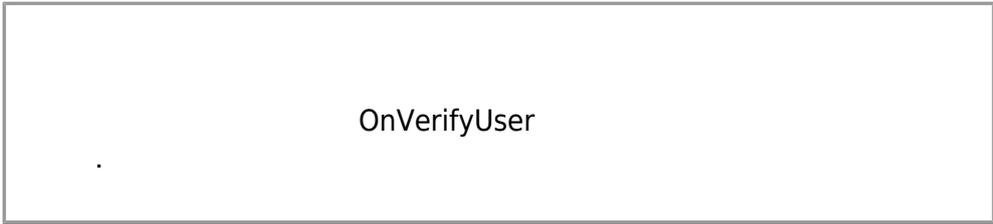
# BS2\_ResponseUserPhrase

[+ 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

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