

**BS2\_SetServerMatchingHandler** ..... 1

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# BS2\_SetServerMatchingHandler

, , User ID가

```
#include "BS_API.h"

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

- [In] *context* : Context
- [In] *ptrVerifyUser* : User ID 가
- [In] *ptrIdentifyUser* : 가

useServerMatching가 true      [BS2AuthConfig](#)

BS\_SDK\_SUCCESS , 가

[BS2\\_VerifyUser](#)  
[BS2\\_IdentifyUser](#)

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