

BS2_SetUserPhraseHandler 1

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[+ V2.7.0]

```
#include "BS_API.h"

int BS2_SetUserPhraseHandler(void* context, OnUserPhrase ptrQuery);
```

- [In] *context* : Context
- [In] *ptrQuery* :



BS_SDK_SUCCESS , 가

BS2_ResponseUserPhrase

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