

BS2_UpdateResource 1
..... 1
..... 1
..... 1

BS2_UpdateResource

```
#include "BS_API.h"

int BS2_UpdateResource(void* context, uint32_t deviceId, BS2ResourceElement* resourceElement, uint8_t keepVerifyingSlaveDevice, OnProgressChanged ptrProgressChanged);
```

BS2ResourceElement

- [In] *context* : Context
- [In] *deviceId* :
- [In] *resourceElement* :
- [In] *keepVerifyingSlaveDevice* :
- [In] *ptrProgressChanged* : progress change listener

keepVerifyingSlaveDevice

BS_SDK_SUCCESS , 가

From:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_updateresource

Last update: **2016/07/12 08:51**