

BS2_GetSupportedUserMask 1
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BS2_GetSupportedUserMask

[+ 2.5.0]

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```
#include "BS_API.h"
```

```
int BS2_GetSupportedUserMask(void* context, uint32_t deviceId,
BS2_USER_MASK* userMask);
```

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *userMask* :

0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	
0x0400	
0x0800	(FaceStation F2)
0x1000	(FaceStation F2)
0xFFFF	

BS_SDK_SUCCESS

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