

BS2_GetUserList 1
..... 1
..... 1
..... 1
..... 1

BS2_GetUserList

가

[BS2_USER_ID_SIZE](#)

```
#include "BS_API.h"

int BS2_GetUserList(void* context, uint32_t deviceId, char** uidsObjs,
uint32_t* numUid, IsAcceptableUserID ptrIsAcceptableUserID);
```

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *uidsObjs* :
- [Out] *numUid* :
- [In] *ptrIsAcceptableUserID* : TBD

uidsObjs [BS2_ReleaseObject](#)

BS_SDK_SUCCESS

가

- [BS2_GetUserInfos](#)
- [BS2_EnrolUser](#)
- [BS2_RemoveUser](#)
- [BS2_RemoveAllUser](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar 2 Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_getuserlist&rev=1470197497

Last update: **2016/08/03 13:11**