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BS2_GetUserList

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[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

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

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