User Management API > BS2_GetUserList

BS2_GetUserList

. 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
.

C++

```
sdkResult = BS2_GetUserDatas(context_, id, const_cast<char*>(uid.c_str()),
numUser, &userBlob, userMask);
if (BS_SDK_SUCCESS != sdkResult)
{
    TRACE("BS2_GetUserDatas call failed: %d", sdkResult);
    return sdkResult;
}
```

C#

```
result = (BS2ErrorCode)API.BS2_GetUserDatas(sdkContext, deviceID,
curUidObjs, available, userBlobs, (UInt32)BS2UserMaskEnum.ALL);
```

BS_SDK_SUCCESS　　　　　　　　,

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[BS2_RemoveUser](#)
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