

**BS2\_GetUserList** ..... 1

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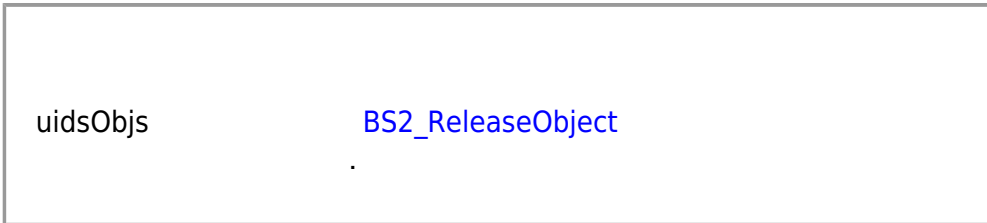
# BS2\_GetUserList

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



## C++

```
int sdkResult = BS2_GetUserList(context_, id, &uidObj, &numUID,
isAcceptableUID);
if (BS_SDK_SUCCESS != sdkResult)
{
TRACE("BS2_GetUserList call failed: %d", sdkResult);
return sdkResult;
}
```

## C#

```
BS2ErrorCode result = (BS2ErrorCode)API.BS2_GetUserList(sdkContext,
deviceId, out outUidObjs, out numUserIds, cbIsAcceptableUserID);
```

BS\_SDK\_SUCCESS , 가

BS2\_GetUserList  
BS2\_RemoveUser  
BS2\_RemoveAllUser  
BS2\_GetUserInfos  
BS2\_GetUserInfosEx  
BS2\_EnrolUser  
BS2\_EnrolUserEx  
BS2\_GetUserDatas  
BS2\_GetUserDatasEx

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