

BS2_GetUserSmallDatas 1

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BS2_GetUserSmallDatas

[+ 2.6.3] userMask 가 .
 BS2UserBlob 3 BS2_GetUserDatas BS2UserSmallBlob BS2UserPhoto가

```
#include "BS_API.h"

int BS2_GetUserSmallDatas(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlob* userBlob, BS2_USER_MASK userMask);
```

BS2UserSmallBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uids* : 가
- [In] *uidCount* :
- [Out] *userBlob* :
- [In] *userMask* : Mask

| | |
|--------|------------------|
| 0x0000 | |
| 0x0001 | data |
| 0x0002 | |
| 0x0004 | |
| 0x0008 | |
| 0x0010 | PIN |
| 0x0020 | |
| 0x0040 | |
| 0x0080 | |
| 0x0100 | |
| 0x0200 | |
| 0x0400 | |
| 0x0800 | (FaceStation F2) |

| | |
|--------|------------------|
| | |
| 0x1000 | (FaceStation F2) |
| 0xFFFF | |

BS_SDK_SUCCESS , 가

C#

```

IntPtr curUIdObjs = outUIdObjs;
BS2UserSmallBlob[] userBlobs = new BS2UserSmallBlob[USER_PAGE_SIZE];

Console.WriteLine("Number of users : ({0}).", numUserIds);
for (UInt32 idx = ; idx < numUserIds; )
{
    UInt32 available = numUserIds - idx;
    if (available > USER_PAGE_SIZE)
    {
        available = USER_PAGE_SIZE;
    }

    result = (BS2ErrorCode)API.BS2_GetUserSmallDatas(sdkContext, deviceID,
    curUIdObjs, available, userBlobs, (UInt32)BS2UserMaskEnum.ALL);
    if (result == BS2ErrorCode.BS_SDK_SUCCESS)
    {
        for (UInt32 loop = ; loop < available; ++loop)
        {
            print(userBlobs[loop].user);
            // don't need to release cardObj, FingerObj,
            FaceObj because we get only BS2User
            if (userBlobs[loop].cardObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[loop].cardObjs);
            if (userBlobs[loop].fingerObjs !=
            IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[loop].fingerObjs);
            if (userBlobs[loop].faceObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[loop].faceObjs);
            if (userBlobs[loop].user_photo_obj !=
            IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[loop].user_photo_obj);
        }

        idx += available;
        curUIdObjs += (int)available * BS2Environment.BS2_USER_ID_SIZE;
    }
}

```

[BS2_EnrollUserSmall](#)
[BS2_EnrollUserSmallEx](#)
[BS2_GetUserSmallInfos](#)
[BS2_GetUserSmallInfosEx](#)
[BS2_GetUserSmallDatas](#)
[BS2_GetUserSmallDatasEx](#)

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