

**BS2\_GetUserSmallInfos** ..... 1

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# BS2\_GetUserSmallInfos

[+ 2.6.3] [BS2\\_GetUserInfos](#) 가 .  
 BS2UserBlob 3 BS2UserSmallBlob BS2UserPhoto가

```
#include "BS_API.h"

int BS2_GetUserSmallInfos(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlob* userBlob);
```

[BS2UserSmallBlob](#)

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

BS\_SDK\_SUCCESS , 가

## C#

```
if (result == BS2ErrorCode.BS_SDK_SUCCESS)
{
  if (numUserIds > )
  {
    IntPtr curUidObjs = outUidObjs;
    BS2UserSmallBlobEx[] userBlobs = new
```

```
BS2UserSmallBlobEx[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_GetUserSmallInfosEx(sdkContext,
deviceID, curUIdObjs, available, userBlobs);
    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;
    }
    else
    {
        Console.WriteLine("Got error({0}).", result);
        break;
    }
}

API.BS2_ReleaseObject(outUIdObjs);
}
```

[BS2\\_EnrollUserSmall](#)  
[BS2\\_EnrollUserSmallEx](#)  
[BS2\\_GetUserSmallInfos](#)

[BS2\\_GetUserSmallInfosEx](#)  
[BS2\\_GetUserSmallDatas](#)  
[BS2\\_GetUserSmallDatasEx](#)

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Last update: **2021/12/30 10:48**