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BS2_GetUserSmallInfos

[+ 2.6.3] Gets the user information of the given user ID with efficient use of memory.

The only difference between [BS2_GetUserInfos](#) which is using structure [BS2UserBlob](#) is that the 3rd parameter `BS2UserPhoto` of `BS2UserSmallBlob` is using pointer for efficient memory use.

Declaration

```
#include "BS_API.h"

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

[See BS2UserSmallBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *uids* : User ID list trying to get
- [In] *uidCount* : Number of user ID
- [Out] *userBlob* : Pointer to store the user information

Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.

If there is an error, the corresponding error code will be returned.

See Also

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

[BS2_GetUserSmallDatasEx](#)

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