

**BS2\_GetUserDatasFaceEx** ..... 1

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# BS2\_GetUserDatasFaceEx

[+ 2.7.1] userMask 가 가 FaceStation F2

```
#include "BS_API.h"

int BS2_GetUserDatasFaceEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserFaceExBlob* userBlob, BS2_USER_MASK userMask);
```

## BS2UserFaceExBlob

- [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++

```

const int MAX_USER_PAGE_COUNT = 2048;
vector<BS2UserFaceExBlob> userBlob(MAX_USER_PAGE_COUNT);
BS2_USER_MASK userMask = BS2_USER_MASK_ALL;

for (uint32_t idx = ; idx < numUID; idx += MAX_USER_PAGE_COUNT)
{
    uint32_t availUserCount = min<uint32_t>(MAX_USER_PAGE_COUNT, numUID -
idx);

    int sdkResult = BS2_GetUserDatasFaceEx(context_, id, uidObj +
BS2_USER_ID_SIZE * idx, availUserCount, &userBlob[], userMask);
    if (BS_SDK_SUCCESS != sdkResult)
    {
        TRACE("BS2_GetUserDatas call failed: %d", sdkResult);
        if (uidObj)
            BS2_ReleaseObject(uidObj);
        return sdkResult;
    }

    for (uint32_t pageIndex = ; pageIndex < availUserCount; pageIndex++)
    {
        print(userBlob[pageIndex]);

        if ( < userBlob[pageIndex].user.numCards &&
userBlob[pageIndex].cardObjjs)
            BS2_ReleaseObject(userBlob[pageIndex].cardObjjs);
        if ( < userBlob[pageIndex].user.numFingers &&
userBlob[pageIndex].fingerObjjs)
            BS2_ReleaseObject(userBlob[pageIndex].fingerObjjs);
        if ( < userBlob[pageIndex].user.numFaces &&
userBlob[pageIndex].faceExObjjs)
            BS2_ReleaseObject(userBlob[pageIndex].faceExObjjs);
    }
}

```

C#

```

BS2UserFaceExBlob[] userBlobs = new BS2UserFaceExBlob[numUser];
BS2ErrorCode result = (BS2ErrorCode)API.BS2_GetUserDatasFaceEx(sdkContext,
deviceID, uid, numUser, userBlobs, userMask);

```

```
if (result == BS2ErrorCode.BS_SDK_SUCCESS)
{
    for (UInt32 index = ; index < numUser; index++)
    {
        print(userBlobs[index]);

        if (userBlobs[index].cardObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].cardObjs);
        if (userBlobs[index].fingerObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].fingerObjs);
        if (userBlobs[index].faceObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].faceObjs);
        if (userBlobs[index].faceExObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].faceExObjs);
    }
}
```

[BS2\\_EnrollUserFaceEx](#)  
[BS2\\_GetUserInfosFaceEx](#)  
[BS2\\_GetUserDatasFaceEx](#)

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Last update: **2021/12/30 10:57**