

**BS2\_GetUserInfos** ..... 1  
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# BS2\_GetUserInfos

가 .

```
#include "BS_API.h"

int BS2_GetUserInfos(void* context, uint32_t deviceId, char* uids, uint32_t uidCount, BS2UserBlob* userBlob);
```

[BS2UserBlob](#)

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

BS\_SDK\_SUCCESS , 가

- [BS2\\_GetUserList](#)
- [BS2\\_RemoveUser](#)
- [BS2\\_RemoveAllUser](#)
- [BS2\\_GetUserInfos](#)
- [BS2\\_GetUserInfosEx](#)
- [BS2\\_EnrolUser](#)
- [BS2\\_EnrolUserEx](#)
- [BS2\\_GetUserDatas](#)
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