

**BS2\_GetUserDatas**

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## BS2\_GetUserDatas

[+ 2.5.0]

userMask

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```
#include "BS_API.h"
```

```
int BS2_GetUserDatas(void* context, uint32_t deviceId, char* uids, uint32_t uidCount, BS2UserBlob* userBlob, BS2_USER_MASK userMask);
```

[BS2UserBlob](#)<https://support.supremainc.com/a/solutions/articles/24000073140?lang=en>

C++

```
sdkResult = BS2_GetUserDatas(context_, id,
const_cast<char*>(uid.c_str()), numUser, &userBlob, userMask);
if (BS_SDK_SUCCESS != sdkResult)
{
    TRACE("BS2_GetUserDatas call failed: %d", sdkResult);
    return sdkResult;
}
```

- [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

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

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