

**BS2\_GetUserInfo**

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## BS2\_GetUserInfos

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```
#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

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[BS2\\_RemoveAllUser](#)  
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