

BS2_GetUserInfo

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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

C#

```
BS2User user = userList[selection];
BS2UserBlobEx[] userBlob = Util.AllocateStructureArray<BS2UserBlobEx>(1);
if (dbHandler.GetUserBlob(ref deviceInfo, ref user, ref userBlob[]))
{
    /// 가
}
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
}
```

```
}  
  
if (userBlob[].card0bjs != IntPtr.Zero)  
{  
    Marshal.FreeHGlobal(userBlob[].card0bjs);  
}  
if (userBlob[].finger0bjs != IntPtr.Zero)  
{  
    Marshal.FreeHGlobal(userBlob[].finger0bjs);  
}  
if (userBlob[].face0bjs != IntPtr.Zero)  
{  
    Marshal.FreeHGlobal(userBlob[].face0bjs);  
}
```

BS2_GetUserList
BS2_RemoveUser
BS2_RemoveAllUser
BS2_GetUserInfos
BS2_GetUserInfosEx
BS2_EnrolUser
BS2_EnrolUserEx
BS2_GetUserDatas
BS2_GetUserDatasEx

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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Last update: **2021/12/29 10:10**