

**BS2\_GetUserDatasFromDir** ..... 1

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# BS2\_GetUserDatasFromDir

[+ 2.5.0] USB            Data            UserMask            ID            가            .

```
#include "BS_API.h"

int BS2_GetUserDatasFromDir(void* context, const char* szDir, char* uids,
uint32_t uidCount, BS2UserBlob* userBlob, BS2_USER_MASK userMask);
```

BS2UserBlob

- [In] *context* : Context
- [In] *szDir* : Data
- [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

BS2\_AllocateUsbContext  
BS2\_ReleaseUsbContext  
BS2\_GetUserDatabaseInfoFromDir  
BS2\_GetUserListFromDir  
BS2\_GetUserInfosFromDir  
BS2\_GetUserInfosExFromDir  
BS2\_GetUserDatasExFromDir  
BS2\_GetLogFromDir  
BS2\_GetLogBlobFromDir  
BS2\_GetFilteredLogFromDir

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