

**BS2\_GetUserInfosEx** ..... 1

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## BS2\_GetUserInfosEx

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

```
int BS2_GetUserInfosEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserBlobEx* userBlob);
```

BS2UserBlobEx

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

BS\_SDK\_SUCCESS , 가

</code>

C#

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

if (userBlob[].cardObjs != IntPtr.Zero)
```

```
{
    Marshal.FreeHGlobal(userBlob[].cardObj);
}
if (userBlob[].fingerObj != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob[].fingerObj);
}
if (userBlob[].faceObj != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob[].faceObj);
}
```

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

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