

**BS2\_RemoveUser** ..... 1

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## BS2\_RemoveUser

```
#include "BS_API.h"

int BS2_RemoveUser(void* context, uint32_t deviceId, char* uids, uint32_t uidCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uids* :
- [In] *uidCount* :

BS\_SDK\_SUCCESS , 가

### C++

```
char uid[BS2_USER_ID_SIZE] = {,};
const char* DO_NOT_NEED_UID = "1234";
strcpy(uid, DO_NOT_NEED_UID);
int sdkResult = BS2_RemoveUser(context_, id, uid, 1);
```

### C#

```
byte[] uidArray = new byte[BS2Environment.BS2_USER_ID_SIZE];
byte[] rawUid = Encoding.UTF8.GetBytes(userID);
IntPtr uids = Marshal.AllocHGlobal(BS2Environment.BS2_USER_ID_SIZE);

Array.Clear(uidArray, , BS2Environment.BS2_USER_ID_SIZE);
Array.Copy(rawUid, , uidArray, , rawUid.Length);
Marshal.Copy(uidArray, , uids, BS2Environment.BS2_USER_ID_SIZE);
```

```
BS2ErrorCode result = (BS2ErrorCode)API.BS2_RemoveUser(sdkContext, deviceID,  
uids, 1);  
  
Marshal.FreeHGlobal(uids);
```

BS2\_GetUserList  
BS2\_RemoveUser  
BS2\_RemoveAllUser  
BS2\_GetUserInfos  
BS2\_GetUserInfosEx  
BS2\_EnrolUser  
BS2\_EnrolUserEx  
BS2\_GetUserDatas  
BS2\_GetUserDatasEx

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