User Management API > BS2_RemoveUser

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* :

C++

```
int sdkResult = BS2_RemoveUser(context_, id, const_cast<char*>(uid.c_str()),
1);
```

C#

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

BS_SDK_SUCCESS ,

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BS2_GetUserList
BS2_RemoveUser
BS2_RemoveAllUser
BS2_GetUserInfos

BS2_GetUserInfosEx
BS2_EnrolUser
BS2_EnrolUserEx
BS2_GetUserDatas
BS2_GetUserDatasEx

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