

**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++

```
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 , 가

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

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