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BS2_GetSupportedUserMask

[+ 2.5.0] Gets user settings supported by the device. This information can be different by device type.

Declaration

```
#include "BS_API.h"

int BS2_GetSupportedUserMask(void* context, uint32_t deviceId,
BS2_USER_MASK* userMask);
```

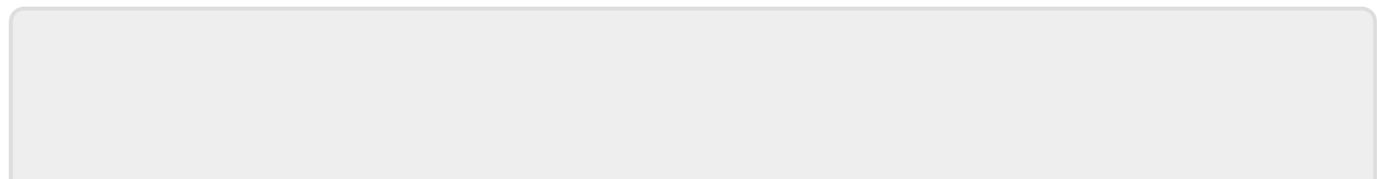
Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *userMask* : User mask

| Value | Description |
|--------|-------------------------------|
| 0x0004 | User name |
| 0x0008 | Image |
| 0x0010 | PIN |
| 0x0020 | Card |
| 0x0040 | Fingerprint |
| 0x0080 | Face |
| 0x0200 | Jobcode |
| 0x0400 | User phrase(personal message) |
| 0x0800 | Face □(FaceStation F2) |
| 0x1000 | User setting□(FaceStation F2) |
| 0xFFFF | All information |

Return Value

If successfully done, BS_SDK_SUCCESS will be returned. If there is an error, the corresponding error code will be returned.



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