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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 | Phrase          |
| 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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