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BS2_GetUserSmallDatas

[+ 2.6.3] Gets selected data of user with efficient use of memory.

You can get selected data of the user ID using `userMask`.

The only difference between [BS2_GetUserDatas](#) which is using structure [BS2UserBlob](#) is that the 3rd parameter `BS2UserPhoto` of `BS2UserSmallBlob` is using pointer for efficient memory use.

Declaration

```
#include "BS_API.h"

int BS2_GetUserSmallDatas(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlob* userBlob, BS2_USER_MASK userMask);
```

See [BS2UserSmallBlob Structure](#)

Paramter

- [In] `context` : Context
- [In] `deviceId` : Device ID
- [In] `uids` : User ID list trying to get
- [In] `uidCount` : Number of user ID
- [Out] `userBlob` : Pointer to store the user information
- [In] `userMask` : User Mask

Value	Description
0x0000	User ID
0x0001	User data
0x0002	User setting
0x0004	User name
0x0008	Image
0x0010	PIN
0x0020	Card
0x0040	Fingerprint
0x0080	Face
0x0100	Access group
0x0200	Jobcode
0x0400	User phrase(personal message)
0x0800	Face □(FaceStation F2)

Value	Description
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.

See Also

- [BS2_EnrollUserSmall](#)
- [BS2_EnrollUserSmallEx](#)
- [BS2_GetUserSmallInfos](#)
- [BS2_GetUserSmallInfosEx](#)
- [BS2_GetUserSmallDatas](#)
- [BS2_GetUserSmallDatasEx](#)

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