

BS2_GetSupportedUserMask 1
..... 1
..... 1
..... 1
..... 1

BS2_GetSupportedUserMask

[+ 2.5.0]

가

```
#include "BS_API.h"
```

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

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *userMask* :

0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	
0x0400	
0x0800	(FaceStation F2)
0x1000	(FaceStation F2)
0xFFFF	

BS_SDK_SUCCESS

, 가

C#

```
public void getUserMask(IntPtr sdkContext, UInt32 deviceID, bool
isMasterDevice)
{
    BS2_USER_MASK userMask = ;

    Console.WriteLine("Trying to get supported user mask");
    BS2ErrorCode result =
(BS2ErrorCode)API.BS2_GetSupportedUserMask(sdkContext, deviceID, out
userMask);
    if (result == BS2ErrorCode.BS_SDK_SUCCESS)
    {
        Console.WriteLine("Supported User Mask: 0x{0:X}", userMask);
    }
    else
    {
        Console.WriteLine("Got error({0}).", result);
        return;
    }
}
```

From:

<https://kb.supremainc.com/kbtest/> - **BioStar 2 Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_getsupportedusermask

Last update: **2021/12/30 13:10**