

**BS2\_GetUserDatas** ..... 1

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# BS2\_GetUserDatas

[+ 2.5.0] userMask 가 가 . .

```
#include "BS_API.h"

int BS2_GetUserDatas(void* context, uint32_t deviceId, char* uids, uint32_t uidCount, BS2UserBlob* userBlob, BS2_USER_MASK userMask);
```

BS2UserBlob

BS2UserBlob  
[[<https://support.supremainc.com/a/solutions/articles/24000073140?lang=en>]]

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uids* : 가
- [In] *uidCount* :
- [Out] *userBlob* :
- [In] *userMask* : Mask

0x0000	
0x0001	data
0x0002	
0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	

0x0400	
0x0800	(FaceStation F2)
0x1000	(FaceStation F2)
0xFFFF	

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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