User Management API > BS2_GetUserDatas

BS2_GetUserDatas

[+ 2.5.0]   .
    userMask   .

```
#include "BS_API.h"

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

> BS2UserBlob

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

> C++
>
> sdkResult = BS2_GetUserDatas(context_, id, const_cast<char*>(uid.c_str()), numUser,
> &userBlob, userMask); if (BS_SDK_SUCCESS != sdkResult) {
>
> ```
>     TRACE("BS2_GetUserDatas call failed: %d", sdkResult);
>     return sdkResult;
> }
> ```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uids* :
- [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 ,

.

[BS2_GetUserList](#)
[BS2_RemoveUser](#)
[BS2_RemoveAllUser](#)
[BS2_GetUserInfos](#)
[BS2_GetUserInfosEx](#)
[BS2_EnrolUser](#)
[BS2_EnrolUserEx](#)
[BS2_GetUserDatas](#)
[BS2_GetUserDatasEx](#)