

BS2_GetUserDatas 1

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BS2_GetUserDatas

[+ 2.5.0]

userMask

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```
#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* : 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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<https://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

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Last update: **2021/12/02 11:28**