

BS2_GetUserDatas 1

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BS2_GetUserDatas

[+ 2.5.0]

userMask

가

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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;
}
```

C#

```
result = (BS2ErrorCode)API.BS2_GetUserDatas(sdkContext, deviceId,
curUidObjs, available, userBlobs, (UInt32)BS2UserMaskEnum.ALL);
```

- [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

C#

```

if (numUserIds > )
    {
        IntPtr curUidObjs = outUidObjs;
        BS2UserBlob[] userBlobs = new
BS2UserBlob[USER_PAGE_SIZE];

        Console.WriteLine("Number of users : ({0}).",
numUserIds);

        for (UInt32 idx = ; idx < numUserIds; )
        {
            UInt32 available = numUserIds - idx;
            if(available > USER_PAGE_SIZE)
            {
                available = USER_PAGE_SIZE;
            }

            result =

```

```
(BS2ErrorCode)API.BS2_GetUserDatas(sdkContext, deviceID, curUids,
available, userBlobs, (UInt32)BS2UserMaskEnum.ALL);
    if (result == BS2ErrorCode.BS_SDK_SUCCESS)
    {
        for (UInt32 loop = 0; loop < available; ++loop)
        {
            print(sdkContext, userBlobs[loop].user);
            // don't need to release cardObj, FingerObj,
            FaceObj because we get only BS2User
            if (userBlobs[loop].cardObj != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[loop].cardObj);
            if (userBlobs[loop].fingerObj !=
            IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[loop].fingerObj);
            if (userBlobs[loop].faceObj != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[loop].faceObj);
        }

        idx += available;
        curUids +=
(int)available*BS2Environment.BS2_USER_ID_SIZE;
    }
    else
    {
        Console.WriteLine("Got error({0}).", result);
        break;
    }
}

API.BS2_ReleaseObject(outUids);
}
```

BS2_GetUserList
BS2_RemoveUser
BS2_RemoveAllUser
BS2_GetUserInfos
BS2_GetUserInfosEx
BS2_EnrolUser
BS2_EnrolUserEx
BS2_GetUserDatas
BS2_GetUserDatasEx

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