

BS2_GetUserDatasFaceEx 1

..... 1

..... 1

..... 2

..... 2

..... 2

BS2_GetUserDatasFaceEx

[+ 2.7.1] userMask 가 가 FaceStation F2

```
#include "BS_API.h"

int BS2_GetUserDatasFaceEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserFaceExBlob* userBlob, BS2_USER_MASK userMask);
```

BS2UserFaceExBlob

- [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#

```
Console.WriteLine("Trying to get user list.");
BS2UserFaceExBlob[] userBlobs = new BS2UserFaceExBlob[numUser];
BS2ErrorCode result = (BS2ErrorCode)API.BS2_GetUserDatasFaceEx(sdkContext,
deviceID, uid, numUser, userBlobs, userMask);

if (result == BS2ErrorCode.BS_SDK_SUCCESS)
{
    for (UInt32 index = 0; index < numUser; index++)
    {
        print(userBlobs[index]);

        if (userBlobs[index].cardObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].cardObjs);
        if (userBlobs[index].fingerObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].fingerObjs);
        if (userBlobs[index].faceObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].faceObjs);
        if (userBlobs[index].faceExObjs != IntPtr.Zero)
            API.BS2_ReleaseObject(userBlobs[index].faceExObjs);
    }
}
```

[BS2_EnrollUserFaceEx](#)
[BS2_GetUserInfosFaceEx](#)
[BS2_GetUserDatasFaceEx](#)

From:
<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getuserdatasfaceex&rev=1640763648

Last update: **2021/12/29 16:40**