BS2_GetUserInfosEx

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.

```
#include "BS_API.h"

int BS2_GetUserInfosEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserBlobEx* userBlob);
```

> BS2UserBlobEx

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

BS_SDK_SUCCESS ,

.
</code>

C#

```csharp
BS2User user = userList[selection];
BS2UserBlobEx[] userBlob = Util.AllocateStructureArray<BS2UserBlobEx>(1);
if (dbHandler.GetUserBlobEx(ref deviceInfo, ref user, ref userBlob[]))
{
///
}
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
}

if (userBlob[].cardObjs != IntPtr.Zero)
```

```
{
    Marshal.FreeHGlobal(userBlob[].cardObjs);
}
if (userBlob[].fingerObjs != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob[].fingerObjs);
}
if (userBlob[].faceObjs != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob[].faceObjs);
}
```

BS2_GetUserList
BS2_RemoveUser
BS2_RemoveAllUser
BS2_GetUserInfos
BS2_GetUserInfosEx
BS2_EnrolUser
BS2_EnrolUserEx
BS2_GetUserDatas
BS2_GetUserDatasEx

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