

BS2_GetUserInfosEx 1

..... 1

..... 1

..... 1

..... 1

..... 2

BS2_GetUserInfosEx

가 .

```
#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* : 가
- [In] *uidCount* :
- [Out] *userBlob* :

BS_SDK_SUCCESS , 가

</code>

C#

```
BS2User user = userList[selection];
        BS2UserBlobEx[] userBlob =
Util.AllocateStructureArray<BS2UserBlobEx>(1);
        if (dbHandler.GetUserBlobEx(ref deviceInfo, ref
user, ref userBlob[0]))
        {
            Console.WriteLine("Trying to enroll user.");
            BS2ErrorCode result =
(BS2ErrorCode)API.BS2_EnrollUserEx(sdkContext, deviceId, userBlob, 1, 1);
            //BS2ErrorCode result =
(BS2ErrorCode)API.BS2_EnrollUserEx(sdkContext, deviceId, userBlob, 1, 1);
            if (result != BS2ErrorCode.BS_SDK_SUCCESS)
```

```
        {
            Console.WriteLine("Got error({0}).",
result);
        }

        if (userBlob[0].cardObjs != IntPtr.Zero)
        {
Marshal.FreeHGlobal(userBlob[0].cardObjs);
        }

        if (userBlob[0].fingerObjs != IntPtr.Zero)
        {
Marshal.FreeHGlobal(userBlob[0].fingerObjs);
        }

        if (userBlob[0].faceObjs != IntPtr.Zero)
        {
Marshal.FreeHGlobal(userBlob[0].faceObjs);
        }
    }
}
```

[BS2_GetUserList](#)

[BS2_RemoveUser](#)

[BS2_RemoveAllUser](#)

[BS2_GetUserInfos](#)

[BS2_GetUserInfosEx](#)

[BS2_EnrolUser](#)

[BS2_EnrolUserEx](#)

[BS2_GetUserDatas](#)

[BS2_GetUserDatasEx](#)

From:

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

Permanent link:

https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getuserinfosex&rev=1640585461

Last update: **2021/12/27 15:11**