BS2_GetUserInfosEx ....

BS2_GetUserInfosEx

.

```
#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#

```
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_EnrolUserEx(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