

**BS2\_GetUserInfosEx** ..... 1

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# 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* : 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[]))
{
    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[].cardObjjs != IntPtr.Zero)
    {
Marshal.FreeHGlobal(userBlob[].cardObjjs);
    }
    if (userBlob[].fingerObjjs != IntPtr.Zero)
    {
Marshal.FreeHGlobal(userBlob[].fingerObjjs);
    }
    if (userBlob[].faceObjjs != IntPtr.Zero)
    {
Marshal.FreeHGlobal(userBlob[].faceObjjs);
    }
    }
```

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[BS2\\_RemoveUser](#)  
[BS2\\_RemoveAllUser](#)  
[BS2\\_GetUserInfos](#)  
[BS2\\_GetUserInfosEx](#)  
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Last update: **2021/12/27 15:11**