

**BS2\_GetUserSmallInfos** ..... 1

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# BS2\_GetUserSmallInfos

[+ 2.6.3] [BS2\\_GetUserInfos](#) 가 .  
 BS2UserBlob 3 BS2UserSmallBlob BS2UserPhoto가

```
#include "BS_API.h"

int BS2_GetUserSmallInfos(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlob* userBlob);
```

[BS2UserSmallBlob](#)

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

BS\_SDK\_SUCCESS , 가

## C#

```
result = (BS2ErrorCode)API.BS2_GetUserSmallInfos(sdkContext, deviceId,
curUidObjs, available, userBlobs);
if (result == BS2ErrorCode.BS_SDK_SUCCESS)
{
for (UInt32 loop = ; loop < available; ++loop)
{
```

```
        print(userBlobs[loop].user);
        // don't need to release cardObj, FingerObj,
        FaceObj because we get only BS2User
        if (userBlobs[loop].cardObjs != IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].cardObjs);
        if (userBlobs[loop].fingerObjs !=
IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].fingerObjs);
        if (userBlobs[loop].faceObjs != IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].faceObjs);
        if (userBlobs[loop].user_photo_obj !=
IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].user_photo_obj);
    }

    idx += available;
    curUidObjs += (int)available *
BS2Environment.BS2_USER_ID_SIZE;
}
```

[BS2\\_EnrollUserSmall](#)  
[BS2\\_EnrollUserSmallEx](#)  
[BS2\\_GetUserSmallInfos](#)  
[BS2\\_GetUserSmallInfosEx](#)  
[BS2\\_GetUserSmallDatas](#)  
[BS2\\_GetUserSmallDatasEx](#)

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