

**BS2\_GetUserSmallInfosEx** ..... 1

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# BS2\_GetUserSmallInfosEx

[+ 2.6.3] [BS2\\_GetUserInfosEx](#) 가 .  
 BS2UserBlobEx 3 BS2UserSmallBlobEx BS2UserPhoto가

```
#include "BS_API.h"

int BS2_GetUserSmallInfosEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlobEx* userBlob);
```

## BS2UserSmallBlobEx

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

BS\_SDK\_SUCCESS , 가

## C#

```
result = (BS2ErrorCode)API.BS2_GetUserSmallInfosEx(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](#)  
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Last update: **2021/12/29 16:37**