

BS2_RemoveUser 1

..... 1

..... 1

..... 1

..... 1

..... 1

User Management API > [BS2_RemoveUser](#)

BS2_RemoveUser

```
#include "BS_API.h"

int BS2_RemoveUser(void* context, uint32_t deviceId, char* uids, uint32_t uidCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uids* :
- [In] *uidCount* :

C++

```
int sdkResult = BS2_RemoveUser(context_, id, const_cast<char*>(uid.c_str()), 1);
```

C#

```
result = (BS2ErrorCode)API.BS2_RemoveUser(sdkContext, deviceId, uids, 1);
```

BS_SDK_SUCCESS , 가

[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_removeuser&rev=1638420322

Last update: **2021/12/02 13:45**