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User Management API > BS2_GetUserDatabaseInfoFromDir

BS2_GetUserDatabaseInfoFromDir

Gets all user data(Number of users, cards, fingerprints, faces) from storage path in device.

Declaration

```
#include "BS_API.h"

int BS2_GetUserDatabaseInfoFromDir(void* context, const char* szDir,
uint32_t* numUsers, uint32_t* numCards, uint32_t* numFingers, uint32_t*
numFaces, IsAcceptableUserID ptrIsAcceptableUserID);
```

Parameter

- [In] *context* : Context
- [Out] *szDir* : Storage path in device
- [Out] *numUsers* : Number of total users
- [Out] *numCards* : Number of total cards
- [Out] *numFingers* : Number of total fingerprints
- [Out] *numFaces* : Number of total faces
- [In] *ptrIsAcceptableUserID* : TBD

> **NOTE**
> The zoneObj variable needs to return the memory to the system by
> the BS2_ReleaseObject function after being used.

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_GetUserListFromDir
BS2_GetUserInfosFromDir
BS2_GetUserDatasFromDir
BS2_GetUserInfosExFromDir

BS2_GetUserDatasExFromDir

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http://kb.supremainc.com/bs2sdk/ - **BioStar 2 Device SDK**

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