

**BS2\_GetSupportedUserMask** ..... 1  
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# BS2\_GetSupportedUserMask

[+ 2.5.0]

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```
#include "BS_API.h"

int BS2_GetSupportedUserMask(void* context, uint32_t deviceId,
BS2_USER_MASK* userMask);
```

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *userMask* :

0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	
0x0400	
0x0800	(FaceStation F2)
0x1000	(FaceStation F2)
0xFFFF	

BS\_SDK\_SUCCESS

, 가

C#

```
public void getUserMask(IntPtr sdkContext, UInt32 deviceID, bool
isMasterDevice)
{
    BS2_USER_MASK userMask = ;

    Console.WriteLine("Trying to get supported user mask");
    BS2ErrorCode result =
(BS2ErrorCode)API.**BS2_GetSupportedUserMask**__
(deviceID, out userMask);
    if (result == BS2ErrorCode.BS_SDK_SUCCESS)
    {
        Console.WriteLine("Supported User Mask: 0x{0:X}", userMask);
    }
    else
    {
        Console.WriteLine("Got error({0}).", result);
        return;
    }
}
```

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