

BS2_GetUserDatas 1

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BS2_GetUserDatas

[+ 2.5.0] userMask 가 가 . .

```
#include "BS_API.h"

int BS2_GetUserDatas(void* context, uint32_t deviceId, char* uids, uint32_t uidCount, BS2UserBlob* userBlob, BS2_USER_MASK userMask);
```

BS2UserBlob

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

0x0000	
0x0001	data
0x0002	
0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	
0x0400	
0x0800	(FaceStation F2)
0x1000	(FaceStation F2)
0xFFFF	

BS_SDK_SUCCESS , 가

C++

```

sdkResult = BS2_GetUserDatas(context_, id, const_cast<char*>(uid.c_str()),
numUser, &userBlob, userMask);
if (BS_SDK_SUCCESS != sdkResult)
{
    TRACE("BS2_GetUserDatas call failed: %d", sdkResult);
    return sdkResult;
}

```

C#

```

if (numUserIds > )
    {
        IntPtr curUidObjs = outUidObjs;
        BS2UserBlob[] userBlobs = new
BS2UserBlob[USER_PAGE_SIZE];

        Console.WriteLine("Number of users : ({0}).",
numUserIds);

        for (UInt32 idx = ; idx < numUserIds; )
        {
            UInt32 available = numUserIds - idx;
            if(available > USER_PAGE_SIZE)
            {
                available = USER_PAGE_SIZE;
            }

            result =
(BS2ErrorCode)API.BS2_GetUserDatas(sdkContext, deviceID, curUidObjs,
available, userBlobs, (UInt32)BS2UserMaskEnum.ALL);
            if (result == BS2ErrorCode.BS_SDK_SUCCESS)
            {
                for (UInt32 loop = ; loop < available; ++loop)
                {
                    print(sdkContext, 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);
                        }

                        idx += available;
                        curUidObjs +=
(int)available*BS2Environment.BS2_USER_ID_SIZE;
                        }
                        else
                        {
                                Console.WriteLine("Got error({0}).", result);
                                break;
                        }
                }

                API.BS2_ReleaseObject(outUidObjs);
        }
```

BS2_GetUserList
BS2_RemoveUser
BS2_RemoveAllUser
BS2_GetUserInfos
BS2_GetUserInfosEx
BS2_EnrolUser
BS2_EnrolUserEx
BS2_GetUserDatas
BS2_GetUserDatasEx

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