

BS2_GetUserInfosEx

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BS2_GetUserInfosEx

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```
#include "BS_API.h"
```

```
int BS2_GetUserInfosEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserBlobEx* userBlob);
```

BS2UserBlobEx

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

BS_SDK_SUCCESS , 가

BS2User user = userList[selection];

```
        BS2UserBlobEx[] userBlob =
Util.AllocateStructureArray<BS2UserBlobEx>(1);
        if (dbHandler.GetUserBlobEx(ref deviceInfo, ref
user, ref userBlob[0]))
        {
            Console.WriteLine("Trying to enroll user.");
            BS2ErrorCode result =
(BS2ErrorCode)API.BS2_EnrollUserEx(sdkContext, deviceId, userBlob, 1, 1);
            //BS2ErrorCode result =
(BS2ErrorCode)API.BS2_EnrollUserEx(sdkContext, deviceId, userBlob, 1, 1);
            if (result != BS2ErrorCode.BS_SDK_SUCCESS)
            {
                Console.WriteLine("Got error({0}).",
result);
            }
        }
```

```
        if (userBlob[0].cardObjcs != IntPtr.Zero)
        {
            Marshal.FreeHGlobal(userBlob[0].cardObjcs);
        }
```

```
        if (userBlob[0].fingerObjcs != IntPtr.Zero)
        {
            Marshal.FreeHGlobal(userBlob[0].fingerObjcs);
        }
```

```
        if (userBlob[0].faceObjcs != IntPtr.Zero)
        {
            Marshal.FreeHGlobal(userBlob[0].faceObjcs);
        }
    }
```

[BS2_GetUserList](#)
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[BS2_RemoveAllUser](#)
[BS2_GetUserInfos](#)
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Last update: **2021/12/27 15:09**