

BS2_GetUserInfosEx

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BS2_GetUserInfosEx

가 .

```
#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

</code>

C#

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

[BS2_GetUserList](#)

[BS2_RemoveUser](#)

[BS2_RemoveAllUser](#)

[BS2_GetUserInfos](#)

[BS2_GetUserInfosEx](#)

[BS2_EnrolUser](#)

[BS2_EnrolUserEx](#)

[BS2_GetUserDatas](#)

[BS2_GetUserDatasEx](#)

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Last update: **2021/12/27 15:11**