

**BS2\_GetUserInfosFaceEx** ..... 1

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# BS2\_GetUserInfosFaceEx

[+ 2.7.1] ID 가 .  
API Visual Face .

```
#include "BS_API.h"

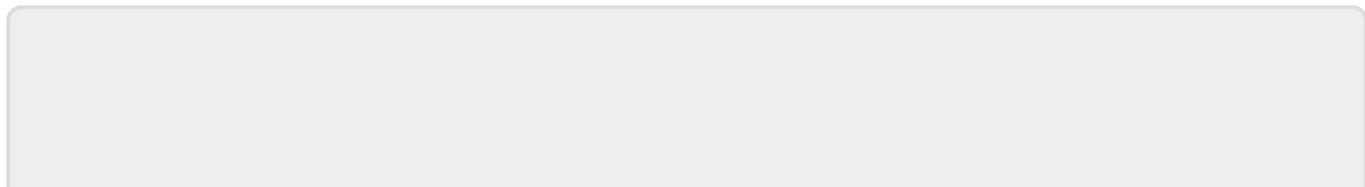
int BS2_GetUserInfosFaceEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserFaceExBlob* userBlob);
```

[BS2UserFaceExBlob](#)

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

BS\_SDK\_SUCCESS , 가

- [BS2\\_EnrollUserFaceEx](#)
- [BS2\\_GetUserInfosFaceEx](#)
- [BS2\\_GetUserDatasFaceEx](#)



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