

**BS2\_GetUserList** ..... 1

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# BS2\_GetUserList

가 . BS2\_USER\_ID\_SIZE .

```
#include "BS_API.h"

int BS2_GetUserList(void* context, uint32_t deviceId, char** uidsObjs,
uint32_t* numUid, IsAcceptableUserID ptrIsAcceptableUserID);
```

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *uidsObjs* :
- [Out] *numUid* :
- [In] *ptrIsAcceptableUserID* : TBD



BS\_SDK\_SUCCESS , 가

## C++

```
char* uidObj = NULL;
uint32_t numUID = ;
int sdkResult = BS2_GetUserList(context_, id, &uidObj, &numUID,
isAcceptableUID);
if (BS_SDK_SUCCESS != sdkResult)
{
TRACE("BS2_GetUserList call failed: %d", sdkResult);
}
```

```
    return sdkResult;
}
// My Codes
//
// My Codes
BS2_ReleaseObject(uidObj);
```

C#

```
IntPtr outUidObjs = IntPtr.Zero;
UInt32 numUserIds = ;
API.IsAcceptableUserID cbIsAcceptableUserID = null; // we don't need to user
id filtering

IntPtr ptrDir = Marshal.StringToHGlobalAnsi(strDir);
BS2ErrorCode result = (BS2ErrorCode)API.BS2_GetUserList(sdkContext,
deviceID, out outUidObjs, out numUserIds, cbIsAcceptableUserID);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
API.BS2_ReleaseObject(outUidObjs);
```

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[BS2\\_RemoveUser](#)  
[BS2\\_RemoveAllUser](#)  
[BS2\\_GetUserInfos](#)  
[BS2\\_GetUserInfosEx](#)  
[BS2\\_EnrolUser](#)  
[BS2\\_EnrolUserEx](#)  
[BS2\\_GetUserDatas](#)  
[BS2\\_GetUserDatasEx](#)

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