

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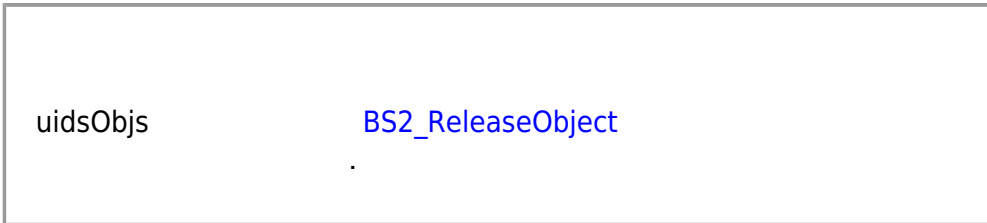
# BS2\_GetUserList

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

- BS2\_GetUserList
- BS2\_RemoveUser
- BS2\_RemoveAllUser
- BS2\_GetUserInfos
- BS2\_GetUserInfosEx
- BS2\_EnrolUser
- BS2\_EnrolUserEx
- BS2\_GetUserDatas

[BS2\\_GetUserDatasEx](#)

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