

BS2_GetUserList 1
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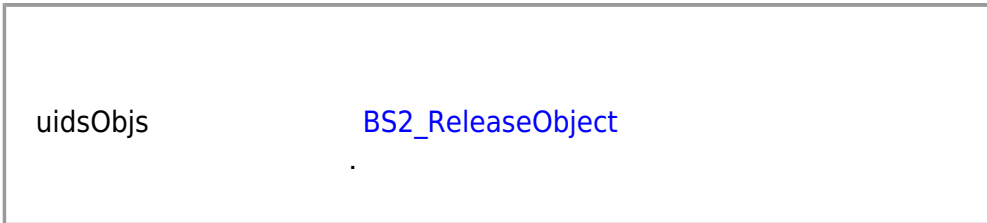
BS2_GetUserList

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



C++

```
sdkResult = BS2_GetUserDatas(context_, id, const_cast<char*>(uid.c_str()),
numUser, &userBlob, userMask);
if (BS_SDK_SUCCESS != sdkResult)
{
    TRACE("BS2_GetUserDatas call failed: %d", sdkResult);
    return sdkResult;
}
```

C#

```
result = (BS2ErrorCode)API.BS2_GetUserDatas(sdkContext, deviceId,
curUidObjs, available, userBlobs, (UInt32)BS2UserMaskEnum.ALL);
```

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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