

BS2_GetUserList 1

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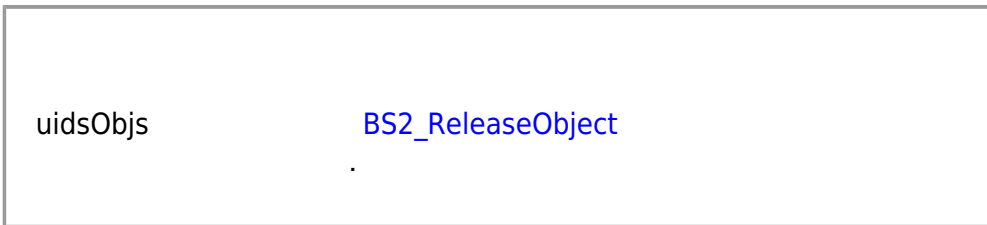
BS2_GetUserList

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;  
}
```

C#

```
IntPtr ptrDir = Marshal.StringToHGlobalAnsi(strDir);  
BS2ErrorCode result = (BS2ErrorCode)API.BS2_GetUserList(sdkContext,  
deviceID, out outUidObjs, out numUserIds, cbIsAcceptableUserID);
```

BS_SDK_SUCCESS , 가

- BS2_GetUserList
- BS2_RemoveUser
- BS2_RemoveAllUser
- BS2_GetUserInfos
- BS2_GetUserInfosEx
- BS2_EnrolUser
- BS2_EnrolUserEx
- BS2_GetUserDatas
- BS2_GetUserDatasEx

From:
<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

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