

BS2_GetUserList

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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

uidsObjs [BS2_ReleaseObject](#)

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 outUids = IntPtr.Zero;  
UInt32 numUids = ;  
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 outUids, out numUids, cbIsAcceptableUserID);
```

[BS2_GetUserList](#)
[BS2_RemoveUser](#)
[BS2_RemoveAllUser](#)
[BS2_GetUserInfos](#)
[BS2_GetUserInfosEx](#)
[BS2_EnrolUser](#)
[BS2_EnrolUserEx](#)
[BS2_GetUserDatas](#)
[BS2_GetUserDatasEx](#)

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