

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

C#

```
IntPtr outUids = 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 outUids, out numUserIds, cbIsAcceptableUserID);
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
    return;
}
API.BS2_ReleaseObject(outUids);
```

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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