

**BS2\_GetUserOverride** ..... 1  
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# BS2\_GetUserOverride

```

BS2Door extendedAutoLockTimeout
BS2UserOverride
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* 2

```

[+ 2.9.12] ID , 가 .

```

#include "BS_API.h"

int BS2_GetUserOverride(void* context, BS2_DEVICE_ID deviceId, const char*
userIDs, uint32_t numOfUsers, BS2UserOverride** overrideObjs, uint32_t*
numOfOverrides);

```

```

BS2UserOverride

```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *userIDs* : ID
- [In] *numOfUsers* :
- [Out] *overrideObjs* : 가
- [Out] *numOfOverrides* :

BS\_SDK\_SUCCESS ,

[BS2\\_GetAllUserOverride](#)  
[BS2\\_SetUserOverride](#)  
[BS2\\_RemoveUserOverride](#)  
[BS2\\_RemoveAllUserOverride](#)

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