

BS2_GetUserSmallDatas 1

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BS2_GetUserSmallDatas

[+ 2.6.3] `userMask` 가 .
`BS2UserBlob` 3 `BS2_GetUserDatas` 가 .
`BS2UserSmallBlob` `BS2UserPhoto`가

```
#include "BS_API.h"

int BS2_GetUserSmallDatas(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlob* userBlob, BS2_USER_MASK userMask);
```

`BS2UserSmallBlob`

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uids* : 가
- [In] *uidCount* :
- [Out] *userBlob* :
- [In] *userMask* : Mask

0x0000	
0x0001	data
0x0002	
0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	
0x0400	
0x0800	(FaceStation F2)

0x1000	(FaceStation F2)
0xFFFF	

BS_SDK_SUCCESS , 가

C#

```

IntPtr curUidObjs = outUidObjs;
        BS2UserSmallBlob[] userBlobs = new
BS2UserSmallBlob[USER_PAGE_SIZE];

        Console.WriteLine("Number of users : ({0}).",
numUserIds);
        for (UInt32 idx = ; idx < numUserIds; )
        {
            UInt32 available = numUserIds - idx;
            if (available > USER_PAGE_SIZE)
            {
                available = USER_PAGE_SIZE;
            }

            result =
(BS2ErrorCode)API.BS2_GetUserSmallDatas(sdkContext, deviceID, curUidObjs,
available, userBlobs, (UInt32)BS2UserMaskEnum.ALL);
            if (result == BS2ErrorCode.BS_SDK_SUCCESS)
            {
                for (UInt32 loop = ; loop < available; ++loop)
                {
                    print(userBlobs[loop].user);
                    // don't need to release cardObj, FingerObj,
FaceObj because we get only BS2User
                    if (userBlobs[loop].cardObjs != IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].cardObjs);
                    if (userBlobs[loop].fingerObjs !=
IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].fingerObjs);
                    if (userBlobs[loop].faceObjs != IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].faceObjs);
                    if (userBlobs[loop].user_photo_obj !=
IntPtr.Zero)
API.BS2_ReleaseObject(userBlobs[loop].user_photo_obj);
                }
            }
        }

```

```
        idx += available;  
        curUidObjs += (int)available *  
BS2Environment.BS2_USER_ID_SIZE;  
    }
```

[BS2_EnrollUserSmall](#)
[BS2_EnrollUserSmallEx](#)
[BS2_GetUserSmallInfos](#)
[BS2_GetUserSmallInfosEx](#)
[BS2_GetUserSmallDatas](#)
[BS2_GetUserSmallDatasEx](#)

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Last update: **2021/12/29 15:24**