User Management API > BS2_GetUserSmallDatas

BS2_GetUserSmallDatas

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

```
#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* :
- [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 ,

.

C#

```csharp
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