

BS2_GetUserSmallDatasEx 1

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BS2_GetUserSmallDatasEx

[+ 2.6.3] userMask 가 .
 BS2UserBlobEx 3 BS2_GetUserDatasEx BS2UserSmallBlobEx BS2UserPhoto가

```
#include "BS_API.h"
```

```
int BS2_GetUserSmallDatasEx(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlobEx* userBlob, BS2_USER_MASK userMask);
```

BS2UserSmallBlobEx

- [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#

```

result = (BS2ErrorCode)API.BS2_GetUserSmallDatasEx(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;
}
else
{
    Console.WriteLine("Got error({0}).", result);
    break;
}

```

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[BS2_EnrollUserSmallEx](#)
[BS2_GetUserSmallInfos](#)
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Last update: **2021/12/29 16:42**