

**BS2\_GetUserSmallInfos** ..... 1

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# BS2\_GetUserSmallInfos

[+ 2.6.3] [BS2\\_GetUserInfos](#) 가 .  
 BS2UserBlob 3 BS2UserSmallBlob BS2UserPhoto가

```
#include "BS_API.h"

int BS2_GetUserSmallInfos(void* context, uint32_t deviceId, char* uids,
uint32_t uidCount, BS2UserSmallBlob* userBlob);
```

[BS2UserSmallBlob](#)

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

BS\_SDK\_SUCCESS , 가

## C#

```
if (result == BS2ErrorCode.BS_SDK_SUCCESS)
{
  if (numUserIds > )
  {
    IntPtr curUidObjs = outUidObjs;
    BS2UserSmallBlobEx[] userBlobs = new
```

```

BS2UserSmallBlobEx[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_GetUserSmallInfosEx(sdkContext,
deviceID, curUidObjs, available, userBlobs);
        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;
        }
    }

    API.BS2_ReleaseObject(outUidObjs);
}
}

```

[BS2\\_EnrollUserSmall](#)  
[BS2\\_EnrollUserSmallEx](#)  
[BS2\\_GetUserSmallInfos](#)

[BS2\\_GetUserSmallInfosEx](#)  
[BS2\\_GetUserSmallDatas](#)  
[BS2\\_GetUserSmallDatasEx](#)

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