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## BS2\_RemoveUser

```
#include "BS_API.h"

int BS2_RemoveUser(void* context, uint32_t deviceId, char* uids, uint32_t uidCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *uids* :
- [In] *uidCount* :

### C++

```
int sdkResult = BS2_GetUserList(context_, id, &uidObj, &numUID, isAcceptableUID);
if (BS_SDK_SUCCESS != sdkResult)
{
    TRACE("BS2_GetUserList call failed: %d", sdkResult);
    return sdkResult;
}
```

### C#

```
BS2ErrorCode result = (BS2ErrorCode)API.BS2_GetUserList(sdkContext, deviceId, out outUidObjs, out numUserIds, cbIsAcceptableUserID);
```

BS\_SDK\_SUCCESS , 가

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