

BS2_EnrollUserSmall

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BS2_EnrollUserSmall

[+ 2.6.3]

BS2UserBlob

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BS2_EnrollUser

BS2UserSmallBlob

BS2UserPhoto가

FaceStation F2

BS2_EnrollUserFaceEx

```
#include "BS_API.h"

int BS2_EnrollUserSmall(void* context, uint32_t deviceId, BS2UserSmallBlob*
userBlob, uint32_t userCount, uint8_t overwrite);
```

BS2UserSmallBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *userBlob* :
- [In] *userCount* :
- [In] *overwrite* :

BS_SDK_SUCCESS, 가

C#

```
if (dbHandler.GetUserBlobEx(ref deviceInfo, ref user, ref userBlob[]))
{
    Console.WriteLine("Trying to enroll user.");
    BS2ErrorCode result = (BS2ErrorCode)API.BS2_EnrollUserSmall(sdkContext,
deviceID, userBlob, 1, 1);
    if (result != BS2ErrorCode.BS_SDK_SUCCESS)
    {
        Console.WriteLine("Got error({0}).", result);
    }

    if (userBlob[].cardObj != IntPtr.Zero)
    {
        Marshal.FreeHGlobal(userBlob[].cardObj);
    }
    if (userBlob[].fingerObj != IntPtr.Zero)
    {
        Marshal.FreeHGlobal(userBlob[].fingerObj);
    }
    if (userBlob[].faceObj != IntPtr.Zero)
    {
        Marshal.FreeHGlobal(userBlob[].faceObj);
    }
    if (userBlob[].user_photo_obj != IntPtr.Zero)
    {
        Marshal.FreeHGlobal(userBlob[].user_photo_obj);
    }
}
```

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

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