

**BS2\_EnrolUserEx** ..... 1

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# BS2\_EnrolUserEx



```
#include "BS_API.h"

int BS2_EnrolUserEx(void* context, uint32_t deviceId, BS2UserBlobEx*
userBlob, uint32_t userCount, uint8_t overwrite);
```

BS2UserBlobEx

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

BS\_SDK\_SUCCESS , 가

## C#

```
result = (BS2ErrorCode)API.BS2_EnrollUserEx(sdkContext, deviceId, user, 1,
1);
```

```
if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Enroll user failed.");
    return;
}
```

BS2\_GetUserList  
BS2\_RemoveUser  
BS2\_RemoveAllUser  
BS2\_GetUserInfos  
BS2\_GetUserInfosEx  
BS2\_EnrolUser  
BS2\_EnrolUserEx  
BS2\_GetUserDatas  
BS2\_GetUserDatasEx

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