

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

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

```
int BS2_EnrolUser(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

[BS2\\_GetUserList](#)  
[BS2\\_RemoveUser](#)  
[BS2\\_RemoveAllUser](#)  
[BS2\\_GetUserInfos](#)  
[BS2\\_GetUserInfosEx](#)  
[BS2\\_EnrolUser](#)  
[BS2\\_EnrolUserEx](#)  
[BS2\\_GetUserDatas](#)  
[BS2\\_GetUserDatasEx](#)

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