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User Management API > BS2_EnrollUserSmall

# BS2_EnrollUserSmall

[+ 2.6.3] Enrolls new user with efficient use of memory.
The only difference between with BS2_EnrollUser which is using structure BS2UserBlob is that the 3rd parameter BS2UserPhoto of BS2UserSmallBlob is using pointer for efficienct memory use.

## Declaration

```
#include "BS_API.h"

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

> See BS2UserSmallBlob Structure

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *userBlob* : User information trying to enroll
- [In] *userCount* : Number of users
- [In] *overwrite* : Whether to overwrite duplicated user

## Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

## See Also

BS2_EnrollUserSmall
BS2_EnrollUserSmallEx
BS2_GetUserSmallInfos
BS2_GetUserSmallInfosEx

BS2_GetUserSmallDatas
BS2_GetUserSmallDatasEx

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Last update: **2019/06/18 16:21**