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## BS2\_PartialUpdateUserEx

[+ 2.8.3] Updates partial information of an already registered user. The user you want to renew must be a registered user.

You can optionally specify the partial information you want to update using the mask.

If you want to delete partial information, you can delete it in combination with [BS2User](#) infoMask.

### Declaration

```
#include "BS_API.h"

int BS2_PartialUpdateUserEx(void* context, uint32_t deviceId, BS2_USER_MASK mask, BS2UserBlobEx* userBlob, uint32_t userCount);
```

See [BS2UserBlobEx](#) structure

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *mask* : Mask for the part of the user you want to update

| Value  | Description   |
|--------|---|
| 0x0002 | User settings (personal authentication mode, validity period) |
| 0x0004 | User Name   |
| 0x0008 | Image   |
| 0x0010 | PIN   |
| 0x0020 | Card  |
| 0x0040 | Fingerprint   |
| 0x0080 | Face  |
| 0x0100 | Access group  |
| 0x0200 | Jobcode   |
| 0x0400 | Private Message   |
| 0x0800 | Face (FSF2, BS3)  |
| 0x1000 | User setting (FSF2, BS3)                                      |

- [In] *userBlob* : Partial information about the user you want to renew
- [In] *userCount* : Number of users

## Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned. If there is an error, the corresponding error code will be returned.

If it fails, it returns a corresponding error code, and if it is a device occurrence error, the event BS2\_EVENT\_USER\_UPDATE\_PARTIAL\_FAIL is generated.

## See Also

[BS2\\_PartialUpdateUser](#)

[BS2\\_PartialUpdateUserEx](#)

[BS2\\_PartialUpdateUserSmall](#)

[BS2\\_PartialUpdateUserSmallEx](#)

[BS2\\_PartialUpdateUserFaceEx](#)

## Sample Code

Sample Code Reference [BS2\\_PartialUpdateUserFaceEx](#)

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