

BS2_EnrollUserFaceEx 1
..... 1
..... 1
..... 1
..... 1

BS2_EnrollUserFaceEx

[+ 2.7.1]

FaceStation F2

```
#include "BS_API.h"

int BS2_EnrollUserFaceEx(void* context, uint32_t deviceId,
BS2UserFaceExBlob* userBlob, uint32_t userCount, uint8_t overwrite);
```

[BS2UserFaceExBlob](#)

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

BS_SDK_SUCCESS , 가

- [BS2_EnrollUserFaceEx](#)
- [BS2_GetUserInfosFaceEx](#)
- [BS2_GetUserDatasFaceEx](#)

From: <https://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link: https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_enrolluserfaceex&rev=1603327947

Last update: **2020/10/22 09:52**

