

BS2_EnrollUserFaceEx 1

..... 1

..... 1

..... 1

..... 1

..... 2

User Management API > BS2_EnrollUserFaceEx

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

C#

```
sdkResult = (BS2ErrorCode)API.BS2_EnrollUserFaceEx(sdkContext,  
deviceId, userBlob, 1, 1);  
List<BS2User> userList = new List<BS2User>();  
Int32 selection = Util.GetInput();  
cbFaceOnReadyToScan = new API.OnReadyToScan(ReadyToScanForFace);  
BS2User user = userList[selection];  
BS2UserBlob[] userBlob11 =  
Util.AllocateStructureArray<BS2UserBlob>(1);  
if (dbHandler.GetUserBlob(ref deviceInfo, ref user, ref userBlob11[]))
```

```
{
    if (BS2ErrorCode.BS_SDK_SUCCESS != sdkResult)
        Console.WriteLine("BS2_EnrollUserFaceEx call failed
{0}", sdkResult);

    if (userBlob[].cardObjcs != IntPtr.Zero)
        Marshal.FreeHGlobal(userBlob[].cardObjcs);

    if (userBlob[].fingerObjcs != IntPtr.Zero)
        Marshal.FreeHGlobal(userBlob[].fingerObjcs);

    if (userBlob[].faceObjcs != IntPtr.Zero)
        Marshal.FreeHGlobal(userBlob[].faceObjcs);

    if (userBlob[].faceExObjcs != IntPtr.Zero)
    {
        //if (unwarpedMemory)
        Marshal.FreeHGlobal(userBlob[].faceExObjcs);
    }
}
```

[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=1640762664

Last update: **2021/12/29 16:24**