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BS2_EnrollUser

[+ 2.6.3] Enrolls new user

It has the same functionality as [BS2_EnrollUser](#). (Only spelling is changed)

Tip

Please use [BS2_EnrollUserFaceEx](#) for user enrollment to **FaceStation F2**.

Declaration

```
#include "BS_API.h"

int BS2_EnrollUser(void* context, uint32_t deviceId, BS2UserBlob* userBlob,
uint32_t userCount, uint8_t overwrite);
```

[See BS2UserBlob 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_GetUserList](#)

[BS2_RemoveUser](#)

[BS2_RemoveAllUser](#)
[BS2_GetUserInfos](#)
[BS2_GetUserInfosEx](#)
[BS2_EnrollUser](#)
[BS2_EnrollUserEx](#)
[BS2_GetUserDatas](#)
[BS2_GetUserDatasEx](#)

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