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User Management API > [BS2\\_EnrollUserSmallEx](#)

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## BS2\_EnrollUserSmallEx

[+ 2.6.3] Enrolls new user with efficient use of memory.

The only difference between [BS2\\_EnrollUserEx](#) which is using structure [BS2UserBlobEx](#) is that the 3rd parameter `BS2UserPhoto` of `BS2UserSmallBlobEx` is using pointer for efficient memory use.

### Tip

Please use [BS2\\_EnrollUserFaceEx](#) for user enrollment to **FaceStation F2**.

## Declaration

```
#include "BS_API.h"

int BS2_EnrollUserSmallEx(void* context, uint32_t deviceId,
BS2UserSmallBlobEx* userBlob, uint32_t userCount, uint8_t overwrite);
```

[See BS2UserSmallBlobEx 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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