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BS2_PartialUpdateUserFaceEx

[+ 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_PartialUpdateUserFaceEx(void* context, uint32_t deviceId,
BS2_USER_MASK mask, BS2UserFaceExBlob* userBlob, uint32_t userCount);
```

See [BS2UserFaceExBlob](#) 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 user information you want to update
- [In] *userCount* : Number of users

Return Value

If successful, return BS_SDK_SUCCESS and generate BS2_EVENT_USER_UPDATE_PARTIAL_SUCCESS event.
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 (C++)

[sample_partialupdateuserfaceex.cpp](#)

```
BS2_USER_MASK maskWantUpdate = BS2_USER_MASK_SETTING |  
BS2_USER_MASK_SETTING_EX | BS2_USER_MASK_JOB;  
int sdkResult = BS_SDK_SUCCESS;  
  
BS2UserFaceExBlob userBlob = { , };  
BS2User& user = userBlob.user;  
BS2UserSetting& setting = userBlob.setting;  
BS2UserSettingEx& settingEx = userBlob.settingEx;  
  
setting.fingerAuthMode = BS2_AUTH_MODE_NONE;  
setting.cardAuthMode = BS2_AUTH_MODE_NONE;  
setting.idAuthMode = BS2_AUTH_MODE_NONE;  
  
settingEx.faceAuthMode = BS2_AUTH_MODE_NONE;  
settingEx.fingerprintAuthMode = BS2_AUTH_MODE_NONE;  
settingEx.cardAuthMode = BS2_AUTH_MODE_NONE;  
settingEx.idAuthMode = BS2_AUTH_MODE_NONE;  
  
if (BS_SDK_SUCCESS != (sdkResult = uc.getUserBlobUserID(user)))  
    return sdkResult;  
  
if ((maskWantUpdate & BS2_USER_MASK_SETTING) == BS2_USER_MASK_SETTING)  
{  
    if (BS_SDK_SUCCESS != (sdkResult =  
uc.getUserBlobExpiryDate(setting)))  
        return sdkResult;  
  
    if (BS_SDK_SUCCESS != (sdkResult =
```

```
uc.getUserBlobPrivateAuthMode(setting, deviceInfo, deviceInfoEx)))
    return sdkResult;

    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobSecurityLevel(setting)))
        return sdkResult;
}

if ((maskWantUpdate & BS2_USER_MASK_SETTING_EX) ==
BS2_USER_MASK_SETTING_EX)
{
    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobPrivateAuthModeEx(settingEx, deviceInfo, deviceInfoEx)))
        return sdkResult;
}

// ...

if ((maskWantUpdate & BS2_USER_MASK_JOB) == BS2_USER_MASK_JOB)
{
    msg.str("");
    msg << "Do you want to change/delete #" << user.userID << " jobs?
(0:Change, 1>Delete)";
    uint32_t selected = Utility::getInput<uint32_t>(msg.str());
    switch (selected)
    {
        case 0:
            if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobJobCode(userBlob.job)))
                return sdkResult;
            user.infoMask |= BS2_USER_INFO_MASK_JOB_CODE;
            break;

        case 1:
        default:
            maskWantUpdate &= ~BS2_USER_MASK_JOB;
            break;
    }
}
else
{
    // Keep
    user.infoMask |= BS2_USER_INFO_MASK_JOB_CODE;
}

// ...

user.numCards = ;
if ((maskWantUpdate & BS2_USER_MASK_CARD) == BS2_USER_MASK_CARD)
{
    msg.str("");
```

```
msg << "Do you want to change/delete #" << user.userID << " cards?
(0:Change, 1>Delete)";
uint32_t selected = Utility::getInput<uint32_t>(msg.str());
switch (selected)
{
case 0:
    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobCardInfo(&userBlob.cardObjs, user.numCards, id,
deviceInfo, deviceInfoEx)))
        return sdkResult;
    user.infoMask |= BS2_USER_INFO_MASK_CARD;
    break;

case 1:
default:
    // unmasking and numCards = 0;
    maskWantUpdate &= ~BS2_USER_MASK_CARD;
    break;
}
}
else
{
    // Keep
    user.infoMask |= BS2_USER_INFO_MASK_CARD;
}

sdkResult = BS2_PartialUpdateUserFaceEx(context, id, maskWantUpdate,
&userBlob, 1);
if (BS_SDK_SUCCESS != sdkResult)
{
    TRACE("BS2_PartialUpdateUserFaceEx call failed: %d", sdkResult);
    return sdkResult;
}
```

Sample Code (C#)

[sample_partialupdateuserfaceex.cs](#)

```
BS2_USER_MASK mask = (BS2_USER_MASK)BS2UserMaskEnum.SETTING |
(BS2_USER_MASK)BS2UserMaskEnum.SETTING_EX |
(BS2_USER_MASK)BS2UserMaskEnum.JOB;

BS2ErrorCode sdkResult = BS2ErrorCode.BS_SDK_SUCCESS;
BS2UserFaceExBlob[] userBlob =
Util.AllocateStructureArray<BS2UserFaceExBlob>(1);

userBlob[0].cardObjs = IntPtr.Zero;
```

```
userBlob[].fingerObjs = IntPtr.Zero;
userBlob[].faceObjs = IntPtr.Zero;
userBlob[].user_photo_obj = IntPtr.Zero;
userBlob[].faceExObjs = IntPtr.Zero;

userBlob[].setting.fingerAuthMode = (byte)BS2FingerAuthModeEnum.NONE;
userBlob[].setting.cardAuthMode = (byte)BS2CardAuthModeEnum.NONE;
userBlob[].setting.idAuthMode = (byte)BS2IDAuthModeEnum.NONE;

userBlob[].settingEx.faceAuthMode = (byte)BS2ExtFaceAuthModeEnum.NONE;
userBlob[].settingEx.fingerprintAuthMode =
(byte)BS2ExtFingerprintAuthModeEnum.NONE;
userBlob[].settingEx.cardAuthMode = (byte)BS2ExtCardAuthModeEnum.NONE;
userBlob[].settingEx.idAuthMode = (byte)BS2ExtIDAuthModeEnum.NONE;

string userID;
if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult = getUserBlobUserID(ref
userBlob[].user, out userID)))
    return;

if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.SETTING) ==
(BS2_USER_MASK)BS2UserMaskEnum.SETTING)
{
    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobExpiryDate(ref userBlob[].setting)))
        return;

    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobPrivateAuthMode(ref userBlob[].setting)))
        return;

    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobSecurityLevel(ref userBlob[].setting)))
        return;
}

if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.SETTING_EX) ==
(BS2_USER_MASK)BS2UserMaskEnum.SETTING_EX)
{
    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobPrivateAuthModeEx(ref userBlob[].settingEx)))
        return;
}

// ...

if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.JOB) ==
(BS2_USER_MASK)BS2UserMaskEnum.JOB)
{
    Console.WriteLine("Do you want to change/delete #{0} jobs?
(0:Change, 1:Delete)", userID);
}
```

```
Console.Write(">> ");
int selected = Util.GetInput();
switch (selected)
{
    case : // Change jobs
        if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobJobCode(ref userBlob[].job)))
            return;

        userBlob[].user.infoMask |=
(byte)BS2UserInfoMaskEnum.JOB_CODE;
        break;

    case 1: // Delete
    default:
        mask &= ~(BS2_USER_MASK)BS2UserMaskEnum.JOB;
        break;
}
}
else
{
    // Keep
    userBlob[].user.infoMask |= (byte)BS2UserInfoMaskEnum.JOB_CODE;
}

userBlob[].user.numCards = ;
if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.CARD) ==
(BS2_USER_MASK)BS2UserMaskEnum.CARD)
{
    Console.WriteLine("Do you want to change/delete #{0} cards?
(0:Change, 1:Delete)", userID);
    Console.Write(">> ");
    int selected = Util.GetInput();
    switch (selected)
    {
        case : // Change cards
            if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobCardInfo(sdkContext, deviceID, ref userBlob[].cardObjs, ref
userBlob[].user.numCards)))
                return;

            userBlob[].user.infoMask |= (byte)BS2UserInfoMaskEnum.CARD;
            break;

        case 1: // Delete cards on the device
        default:
            // unmasking and numCards = 0;
            mask &= ~(BS2_USER_MASK)BS2UserMaskEnum.CARD;
            break;
    }
}
}
```

```
else
{
    // Keep
    userBlob[].user.infoMask |= (byte)BS2UserInfoMaskEnum.CARD;
}

// ...

sdkResult = (BS2ErrorCode)API.BS2_PartialUpdateUserFaceEx(sdkContext,
deviceID, mask, userBlob, (UInt32)numOfUser);
if (BS2ErrorCode.BS_SDK_SUCCESS != sdkResult)
    Console.WriteLine("BS2_PartialUpdateUserFaceEx call failed {0}",
sdkResult);
```

From:

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

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https://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_partialupdateuserfaceex&rev=1664497168

Last update: **2022/09/30 09:19**