

BS2_EnrollUserEx 1

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BS2_EnrollUserEx

[+ 2.6.3]

[BS2_EnrollUserEx](#)

FaceStation F2	BS2_EnrollUserFaceEx
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```
#include "BS_API.h"
```

```
int BS2_EnrollUserEx(void* context, uint32_t deviceId, BS2UserBlobEx* userBlob, uint32_t userCount, uint8_t overwrite);
```

[BS2UserBlobEx](#)

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

BS_SDK_SUCCESS , 가

C#

```
if (selection < userList.Count)
```

```
{
    BS2User user = userList[selection];
    BS2UserBlobEx[] userBlob =
Util.AllocateStructureArray<BS2UserBlobEx>(1);
    if (dbHandler.GetUserBlobEx(ref deviceInfo, ref user, ref userBlob[]))
    {
        Console.WriteLine("Trying to enroll user.");
        BS2ErrorCode result = (BS2ErrorCode)API.BS2_EnrollUserEx(sdkContext,
deviceID, userBlob, 1, 1);
        if (result != BS2ErrorCode.BS_SDK_SUCCESS)
        {
            Console.WriteLine("Got error({0}).", result);
        }

        if (userBlob[].cardObjs != IntPtr.Zero)
        {
            Marshal.FreeHGlobal(userBlob[].cardObjs);
        }

        if (userBlob[].fingerObjs != IntPtr.Zero)
        {
            Marshal.FreeHGlobal(userBlob[].fingerObjs);
        }

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

[BS2_GetUserList](#)
[BS2_RemoveUser](#)
[BS2_RemoveAllUser](#)
[BS2_GetUserInfos](#)
[BS2_GetUserInfosEx](#)
[BS2_EnrollUser](#)
[BS2_EnrollUserEx](#)
[BS2_GetUserDatas](#)
[BS2_GetUserDatasEx](#)

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