

BS2_EnrollUserEx 1

..... 1

..... 1

..... 1

..... 1

..... 2

BS2_EnrollUserEx

[+ 2.6.3]

[BS2_EnrollUserEx](#)

<p>FaceStation F2</p>	<p>BS2_EnrollUserFaceEx</p>
------------------------------	---

```
#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[].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);
        }
    }
}
```

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

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

Permanent link:
http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_enrolluserex

Last update: **2021/12/31 09:46**

