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# BS2\_EnrollUserSmallEx

[+ 2.6.3]

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```

#include "BS_API.h"

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

```

[BS2UserSmallBlobEx](#)

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

BS\_SDK\_SUCCESS , 가

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