_BS2_EnrolUser_ 1

User Management API > BS2_EnrolUser

BS2_EnrolUser

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<div style="border:1px solid #888; padding:1em;">

FaceStation F2 BS2_EnrollUserFaceEx

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```
#include "BS_API.h"

int BS2_EnrolUser(void* context, uint32_t deviceId, BS2UserBlob* userBlob,
uint32_t userCount, uint8_t overwrite);
```

> BS2UserBlob

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

BS_SDK_SUCCESS ,

.

C++

```
int UserControl::removeAllUser(BS2_DEVICE_ID id)
{
    int sdkResult = BS2_RemoveAllUser(context_, id);
    if (BS_SDK_SUCCESS != sdkResult)
```

```
        TRACE("BS2_RemoveAllUser call failed: %d", sdkResult);

    return sdkResult;
}
```

C#

```
 BS2ErrorCode result = (BS2ErrorCode)API.BS2_EnrolUser(sdkContext, deviceID,
userBlob, 1, 1);

                                if (result != BS2ErrorCode.BS_SDK_SUCCESS)
                                {
                                    Console.WriteLine("Got error({0}).",
result);
                                }

                                if (userBlob[0].cardObjs != IntPtr.Zero)
                                {
Marshal.FreeHGlobal(userBlob[0].cardObjs);
                                }

                                if (userBlob[0].fingerObjs != IntPtr.Zero)
                                {
Marshal.FreeHGlobal(userBlob[0].fingerObjs);
                                }

                                if (userBlob[0].faceObjs != IntPtr.Zero)
                                {
Marshal.FreeHGlobal(userBlob[0].faceObjs);
                                }
```

BS2_GetUserList
BS2_RemoveUser
BS2_RemoveAllUser
BS2_GetUserInfos
BS2_GetUserInfosEx
BS2_EnrolUser
BS2_EnrolUserEx
BS2_GetUserDatas
BS2_GetUserDatasEx