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BS2_EnrolUser



```
#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 , 가

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](#)
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