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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++

```
sdkResult = BS2_EnrolUser(context_, id, &userBlob, 1, 1);
if (BS_SDK_SUCCESS != sdkResult)
TRACE("BS2_EnrolUser call failed: %d", sdkResult);
```

```
if (userBlob.cardObjs)
delete[] userBlob.cardObjs;

if (userBlob.fingerObjs)
delete[] userBlob.fingerObjs;

if (userBlob.faceObjs)
delete[] userBlob.faceObjs;
```

C#

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

[BS2_GetUserList](#)
[BS2_RemoveUser](#)
[BS2_RemoveAllUser](#)
[BS2_GetUserInfos](#)
[BS2_GetUserInfosEx](#)
[BS2_EnrolUser](#)
[BS2_EnrolUserEx](#)
[BS2_GetUserDatas](#)
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