

BS2_PartialUpdateUser 1

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..... 2

BS2_PartialUpdateUser

[+ 2.8.3]

mask
, BS2User infoMask

```
#include "BS_API.h"
```

```
int BS2_PartialUpdateUser(void* context, uint32_t deviceId, BS2_USER_MASK mask, BS2UserBlob* userBlob, uint32_t userCount);
```

BS2UserBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *mask* : mask

0x0002	(,)
0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	
0x0400	
0x0800	(FSF2, BS3)
0x1000	(FSF2, BS3)

- [In] *userBlob* :
- [In] *userCount* :

BS_SDK_SUCCESS , 가 .
BS2_EVENT_USER_UPDATE_PARTIAL_SUCCESS
BS2_EVENT_USER_UPDATE_PARTIAL_FAIL , 가 .

- [BS2_PartialUpdateUser](#)
- [BS2_PartialUpdateUserEx](#)
- [BS2_PartialUpdateUserSmall](#)
- [BS2_PartialUpdateUserSmallEx](#)
- [BS2_PartialUpdateUserFaceEx](#)

[BS2_PartialUpdateUserFaceEx](#)

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