User Management API > BS2_PartialUpdateUserFaceEx

BS2_PartialUpdateUserFaceEx

[+ 2.8.3] .

.

mask .

, BS2User infoMask .

```
#include "BS_API.h"

int BS2_PartialUpdateUserFaceEx(void* context, uint32_t deviceId,
BS2_USER_MASK mask, BS2UserFaceExBlob* userBlob, uint32_t userCount);
```

> BS2UserFaceExBlob

- [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 ,
BS2_EVENT_USER_UPDATE_PARTIAL_SUCCESS .

,
BS2_EVENT_USER_UPDATE_PARTIAL_FAIL .

BS2_PartialUpdateUser
BS2_PartialUpdateUserEx
BS2_PartialUpdateUserSmall
BS2_PartialUpdateUserSmallEx
BS2_PartialUpdateUserFaceEx

C++

sample.cpp

```cpp
BS2_USER_MASK maskWantUpdate = BS2_USER_MASK_SETTING |
BS2_USER_MASK_SETTING_EX | BS2_USER_MASK_JOB;
int sdkResult = BS_SDK_SUCCESS;

BS2UserFaceExBlob userBlob = { , };
BS2User& user = userBlob.user;
BS2UserSetting& setting = userBlob.setting;
BS2UserSettingEx& settingEx = userBlob.settingEx;

setting.fingerAuthMode = BS2_AUTH_MODE_NONE;
setting.cardAuthMode = BS2_AUTH_MODE_NONE;
setting.idAuthMode = BS2_AUTH_MODE_NONE;

settingEx.faceAuthMode = BS2_AUTH_MODE_NONE;
settingEx.fingerprintAuthMode = BS2_AUTH_MODE_NONE;
settingEx.cardAuthMode = BS2_AUTH_MODE_NONE;
settingEx.idAuthMode = BS2_AUTH_MODE_NONE;

if (BS_SDK_SUCCESS != (sdkResult = uc.getUserBlobUserID(user)))
    return sdkResult;

if ((maskWantUpdate & BS2_USER_MASK_SETTING) == BS2_USER_MASK_SETTING)
{
    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobExpiryDate(setting)))
        return sdkResult;
```

```
    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobPrivateAuthMode(setting, deviceInfo, deviceInfoEx)))
        return sdkResult;

    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobSecurityLevel(setting)))
        return sdkResult;
}

if ((maskWantUpdate & BS2_USER_MASK_SETTING_EX) ==
BS2_USER_MASK_SETTING_EX)
{
    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobPrivateAuthModeEx(settingEx, deviceInfo, deviceInfoEx)))
        return sdkResult;
}

// ...

if ((maskWantUpdate & BS2_USER_MASK_JOB) == BS2_USER_MASK_JOB)
{
    if (BS_SDK_SUCCESS != (sdkResult =
uc.getUserBlobJobCode(userBlob.job)))
        return sdkResult;

    user.infoMask |= BS2_USER_INFO_MASK_JOB_CODE;
}

// ...

user.numCards = ;
if ((maskWantUpdate & BS2_USER_MASK_CARD) == BS2_USER_MASK_CARD)
{
    // ...
}

int sdkResult = BS2_PartialUpdateUserFaceEx(context, id,
maskWantUpdate, &userBlob, 1);
if (BS_SDK_SUCCESS != sdkResult)
{
    TRACE("BS2_PartialUpdateUserFaceEx call failed: %d", sdkResult);
    return sdkResult;
}
```

C#

```
BS2_USER_MASK mask = (BS2_USER_MASK)BS2UserMaskEnum.SETTING |
(BS2_USER_MASK)BS2UserMaskEnum.SETTING_EX |
(BS2_USER_MASK)BS2UserMaskEnum.JOB;
```

```csharp
BS2ErrorCode sdkResult = BS2ErrorCode.BS_SDK_SUCCESS;
BS2UserFaceExBlob[] userBlob =
Util.AllocateStructureArray<BS2UserFaceExBlob>(1);

userBlob[].cardObjs = IntPtr.Zero;
userBlob[].fingerObjs = IntPtr.Zero;
userBlob[].faceObjs = IntPtr.Zero;
userBlob[].user_photo_obj = IntPtr.Zero;
userBlob[].faceExObjs = IntPtr.Zero;

userBlob[].setting.fingerAuthMode = (byte)BS2FingerAuthModeEnum.NONE;
userBlob[].setting.cardAuthMode = (byte)BS2CardAuthModeEnum.NONE;
userBlob[].setting.idAuthMode = (byte)BS2IDAuthModeEnum.NONE;

userBlob[].settingEx.faceAuthMode = (byte)BS2ExtFaceAuthModeEnum.NONE;
userBlob[].settingEx.fingerprintAuthMode =
(byte)BS2ExtFingerprintAuthModeEnum.NONE;
userBlob[].settingEx.cardAuthMode = (byte)BS2ExtCardAuthModeEnum.NONE;
userBlob[].settingEx.idAuthMode = (byte)BS2ExtIDAuthModeEnum.NONE;

string userID;
if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult = getUserBlobUserID(ref
userBlob[].user, out userID)))
    return;

if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.SETTING) ==
(BS2_USER_MASK)BS2UserMaskEnum.SETTING)
{
    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobExpiryDate(ref userBlob[].setting)))
        return;

    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobPrivateAuthMode(ref userBlob[].setting)))
        return;

    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobSecurityLevel(ref userBlob[].setting)))
        return;
}

if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.SETTING_EX) ==
(BS2_USER_MASK)BS2UserMaskEnum.SETTING_EX)
{
    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult =
getUserBlobPrivateAuthModeEx(ref userBlob[].settingEx)))
        return;
}

// ...
```

```csharp
if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.JOB) ==
(BS2_USER_MASK)BS2UserMaskEnum.JOB)
{
    if (BS2ErrorCode.BS_SDK_SUCCESS != (sdkResult = getUserBlobJobCode(ref
userBlob[].job)))
        return;

    userBlob[].user.infoMask |= (byte)BS2UserInfoMaskEnum.JOB_CODE;
}

// ...

userBlob[].user.numCards = ;
if ((mask & (BS2_USER_MASK)BS2UserMaskEnum.CARD) ==
(BS2_USER_MASK)BS2UserMaskEnum.CARD)
{
    // ...
}

sdkResult = (BS2ErrorCode)API.BS2_PartialUpdateUserFaceEx(sdkContext,
deviceID, mask, userBlob, (UInt32)1);
if (BS2ErrorCode.BS_SDK_SUCCESS != sdkResult)
    Console.WriteLine("BS2_PartialUpdateUserFaceEx call failed {0}",
sdkResult);
```