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[User Management API](#) > [BS2_EnrollUserSmall](#)

BS2_EnrollUserSmall

[+ 2.6.3] Enrolls new user with efficient use of memory.

The only difference between with [BS2_EnrollUser](#) which is using structure [BS2UserBlob](#) is that the 3rd parameter `BS2UserPhoto` of `BS2UserSmallBlob` is using pointer for efficient memory use.

Declaration

```
#include "BS_API.h"

int BS2_EnrollUserSmall(void* context, uint32_t deviceId, BS2UserSmallBlob*
userBlob, uint32_t userCount, uint8_t overwrite);
```

[See BS2UserSmallBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *userBlob* : User information trying to enroll
- [In] *userCount* : Number of users
- [In] *overwrite* : Whether to overwrite duplicated user

Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.

If there is an error, the corresponding error code will be returned.

See Also

[BS2_EnrollUserSmall](#)
[BS2_EnrollUserSmallEx](#)
[BS2_GetUserSmallInfos](#)
[BS2_GetUserSmallInfosEx](#)
[BS2_GetUserSmallDatas](#)
[BS2_GetUserSmallDatasEx](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

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Last update: **2019/06/18 16:21**