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BS2_PartialUpdateUser

[+ 2.8.3] Updates partial information of an already registered user. The user you want to renew must be a registered user.

You can optionally specify the partial information you want to update using the mask.

If you want to delete partial information, you can delete it in combination with [BS2User](#) infoMask.

Declaration

```
#include "BS_API.h"

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

[See BS2UserBlob Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *mask*: Mask for the part of the user you want to update

| Value | Description |
|--------|---|
| 0x0002 | User settings (personal authentication mode, validity period) |
| 0x0004 | User Name |
| 0x0008 | Image |
| 0x0010 | PIN |
| 0x0020 | Card |
| 0x0040 | Fingerprint |
| 0x0080 | Face |
| 0x0100 | Access group |
| 0x0200 | Jobcode |
| 0x0400 | Private Message |
| 0x0800 | Face (FSF2, BS3) |
| 0x1000 | User setting (FSF2, BS3) |

- [In] *userBlob* : Partial information about the user you want to renew
- [In] *userCount* : Number of users

Return Value

If successful, return BS_SDK_SUCCESS and generate BS2_EVENT_USER_UPDATE_PARTIAL_SUCCESS event.
If it fails, it returns a corresponding error code, and if it is a device occurrence error, the event BS2_EVENT_USER_UPDATE_PARTIAL_FAIL is generated.

See Also

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

Sample Code

Refer to the [BS2_PartialUpdateUserFaceEx](#)

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