

**BS2\_EnrollUser**

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# BS2\_EnrollUser

[ + 2.6.3] [BS2\\_EnrollUser](#)

FaceStation F2

BS2\_EnrollUserFaceEx

```
#include "BS_API.h"

int BS2_EnrollUser(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

[BS2\\_GetUserList](#)  
[BS2\\_RemoveUser](#)  
[BS2\\_RemoveAllUser](#)

[BS2\\_GetUserInfos](#)  
[BS2\\_GetUserInfosEx](#)  
[BS2\\_EnrollUser](#)  
[BS2\\_EnrollUserEx](#)  
[BS2\\_GetUserDatas](#)  
[BS2\\_GetUserDatasEx](#)

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