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BS2_EnrollUser

[+ 2.6.3]

[BS2_EnrollUser](#)

```
#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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