

**BS2\_EnrollUserEx** ..... 1  
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# BS2\_EnrollUserEx

[+ 2.6.3]

[BS2\\_EnrollUserEx](#)

<p><b>FaceStation F2</b></p>	<p><a href="#">BS2_EnrollUserFaceEx</a></p>
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```
#include "BS_API.h"
```

```
int BS2_EnrollUserEx(void* context, uint32_t deviceId, BS2UserBlobEx*
userBlob, uint32_t userCount, uint8_t overwrite);
```

[BS2UserBlobEx](#)

- [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](#)  
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