

**BS2\_EnrollUserFaceEx** ..... 1  
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# BS2\_EnrollUserFaceEx

[+ V2.7.1]

FaceStation F2

```
#include "BS_API.h"

int BS2_EnrollUserFaceEx(void* context, uint32_t deviceId,
BS2UserFaceExBlob* userBlob, uint32_t userCount, uint8_t overwrite);
```

BS2UserFaceExBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *userBlob* :
- [In] *userCount* :
- [In] *overwrite* :

BS\_SDK\_SUCCESS , 가

- [BS2\\_EnrollUserFaceEx](#)
- [BS2\\_GetUserInfosFaceEx](#)
- [BS2\\_GetUserDatasFaceEx](#)

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