BS2_EnrollUserFaceEx ....

User Management API > BS2_EnrollUserFaceEx

BS2_EnrollUserFaceEx

[+ 2.7.1]   .   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   ,

.

C#

```
            sdkResult = (BS2ErrorCode)API.BS2_EnrollUserFaceEx(sdkContext,
deviceID, userBlob, 1, 1);
            List<BS2User> userList = new List<BS2User>();
            Int32 selection = Util.GetInput();
            cbFaceOnReadyToScan = new API.OnReadyToScan(ReadyToScanForFace);
            BS2User user = userList[selection];
            BS2UserBlob[] userBlob11 =
Util.AllocateStructureArray<BS2UserBlob>(1);
            if (dbHandler.GetUserBlobTest(ref deviceInfo, ref user, ref
```

```
userBlob11[]))
            {
                if (BS2ErrorCode.BS_SDK_SUCCESS != sdkResult)
                    Console.WriteLine("BS2_EnrollUserFaceEx call failed
{0}", sdkResult);

                if (userBlob[].cardObjs != IntPtr.Zero)
                    Marshal.FreeHGlobal(userBlob[].cardObjs);

                if (userBlob[].fingerObjs != IntPtr.Zero)
                    Marshal.FreeHGlobal(userBlob[].fingerObjs);

                if (userBlob[].faceObjs != IntPtr.Zero)
                    Marshal.FreeHGlobal(userBlob[].faceObjs);

                if (userBlob[].faceExObjs != IntPtr.Zero)
                {
                    //if (unwarpedMemory)
                    Marshal.FreeHGlobal(userBlob[].faceExObjs);
                }
            }
```

BS2_EnrollUserFaceEx
BS2_GetUserInfosFaceEx
BS2_GetUserDatasFaceEx