

BS2_EnrollUserFaceEx

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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

, 가

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

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