

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

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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);
```

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

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