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## BS2\_EnrolUser

FaceStation F2

BS2\_EnrollUserFaceEx

```
#include "BS_API.h"
```

```
int BS2_EnrolUser(void* context, uint32_t deviceId, BS2UserBlob* userBlob,  
uint32_t userCount, uint8_t overwrite);
```

BS2UserBlob

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

BS\_SDK\_SUCCESS , 가

C++

```
sdkResult = BS2_EnrolUser(context_, id, &userBlob, 1, 1);  
if (BS_SDK_SUCCESS != sdkResult)  
TRACE("BS2_EnrolUser call failed: %d", sdkResult);
```

```
if (userBlob.cardObjs)
delete[] userBlob.cardObjs;

if (userBlob.fingerObjs)
delete[] userBlob.fingerObjs;

if (userBlob.faceObjs)
delete[] userBlob.faceObjs;
```

C#

```
BS2ErrorCode result = (BS2ErrorCode)API.BS2_EnrolUser(sdkContext, deviceID,
userBlob, 1, 1);

if (result != BS2ErrorCode.BS_SDK_SUCCESS)
{
    Console.WriteLine("Got error({0}).", result);
}

if (userBlob[0].cardObjs != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob[0].cardObjs);
}

if (userBlob[0].fingerObjs != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob[0].fingerObjs);
}

if (userBlob[0].faceObjs != IntPtr.Zero)
{
    Marshal.FreeHGlobal(userBlob[0].faceObjs);
}
```

[BS2\\_GetUserList](#)  
[BS2\\_RemoveUser](#)  
[BS2\\_RemoveAllUser](#)  
[BS2\\_GetUserInfos](#)  
[BS2\\_GetUserInfosEx](#)  
[BS2\\_EnrolUser](#)  
[BS2\\_EnrolUserEx](#)  
[BS2\\_GetUserDatas](#)  
[BS2\\_GetUserDatasEx](#)

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