

BS2_EnrolUser 1
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..... 1
..... 2

BS2_EnrolUser



```
#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);
```

C#

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

[BS2_GetUserList](#)
[BS2_RemoveUser](#)
[BS2_RemoveAllUser](#)
[BS2_GetUserInfos](#)
[BS2_GetUserInfosEx](#)
[BS2_EnrolUser](#)
[BS2_EnrolUserEx](#)
[BS2_GetUserDatas](#)
[BS2_GetUserDatasEx](#)

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