

**BS2\_PartialUpdateUser** ..... 1

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# BS2\_PartialUpdateUser

[+ 2.8.3]

mask  
, BS2User infoMask

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

```
int BS2_PartialUpdateUser(void* context, uint32_t deviceId, BS2_USER_MASK mask, BS2UserBlob* userBlob, uint32_t userCount);
```

## BS2UserBlob

- [In] *context* : Context
- [In] *deviceId* :
- [In] *mask* : mask

0x0002	( , )
0x0004	
0x0008	
0x0010	PIN
0x0020	
0x0040	
0x0080	
0x0100	
0x0200	
0x0400	
0x0800	(Visual Face )
0x1000	(Visual Face )

- [In] *userBlob* :
- [In] *userCount* :

BS\_SDK\_SUCCESS , 가 .  
BS2\_EVENT\_USER\_UPDATE\_PARTIAL\_SUCCESS  
BS2\_EVENT\_USER\_UPDATE\_PARTIAL\_FAIL , 가 .

- [BS2\\_PartialUpdateUser](#)
- [BS2\\_PartialUpdateUserEx](#)
- [BS2\\_PartialUpdateUserSmall](#)
- [BS2\\_PartialUpdateUserSmallEx](#)
- [BS2\\_PartialUpdateUserFaceEx](#)

[BS2\\_PartialUpdateUserFaceEx](#)

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