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BS2_SetAuthGroup

Configures an authentication group.

Declaration

```
#include "BS_API.h"

int BS2_SetAuthGroup(void* context, uint32_t deviceId, BS2AuthGroup*
authGroups, uint32_t authGroupCount);
```

> [See BS2AuthGroup Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *authGroups* : List of authentication groups to store
- [In] *authGroupCount* : Number of authentication groups to store

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

[BS2_GetAuthGroup](#)
[BS2_GetAllAuthGroup](#)
[BS2_RemoveAuthGroup](#)
[BS2_RemoveAllAuthGroup](#)

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