

**BS2\_GetAllAccessGroupEntranceLimit** ..... 1  
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# BS2\_GetAllAccessGroupEntranceLimit

가 .

```
#include "BS_API.h"

int BS2_GetAllAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID
deviceId, BS2DeviceZoneAGEntranceLimit** agEntranceLimitObj, uint32_t*
numAGEntranceLimit);
```

BS2DeviceZoneAGEntranceLimit

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *agEntranceLimitObj* : device zone
- [Out] *numAGEntranceLimit* : device zone



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAccessGroupEntranceLimit](#)
- [BS2\\_SetAccessGroupEntranceLimit](#)
- [BS2\\_RemoveAccessGroupEntranceLimit](#)
- [BS2\\_RemoveAllAccessGroupEntranceLimit](#)

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