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## BS2\_GetAllAccessLevel

가 .

```
#include "BS_API.h"

int BS2_GetAllAccessLevel(void* context, uint32_t deviceId, BS2AccessLevel**
accessLevelObj, uint32_t* numAccessLevel);
```

[BS2AccessLevel](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *accessLevelObj* : access level
- [Out] *numAccessLevel* : access level



BS\_SDK\_SUCCESS , 가

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