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BS2_GetAllAccessGroupEntranceLimit

Retrieves all access group entrance limit.

Declaration

```
#include "BS_API.h"

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

See BS2DeviceZoneAGEntranceLimit Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *agEntranceLimitObj* : Device zone access group entrance limit pointer
- [Out] *numAGEntranceLimit* : Number of device zone access group entrance limit list

> **NOTE**
> The zoneObj variable needs to return the memory to the system by
> the BS2_ReleaseObject function after being used.

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_GetAccessGroupEntranceLimit
BS2_SetAccessGroupEntranceLimit
BS2_RemoveAccessGroupEntranceLimit

BS2_RemoveAllAccessGroupEntranceLimit

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