

Table of Contents

<i>BS2_GetAllAccessGroupEntranceLimit</i>	1
Supported devices	1
Declaration	1
Parameter	1
Return Value	1
See Also	2

BS2_GetAllAccessGroupEntranceLimit

Retrieves all access group entrance limit.

Supported devices

BioStation 2 (1.5.0 only)
BioStatioin A2 (1.4.0 only)
BioEntry P2 (1.0.0 only)

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](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getallaccessgroupentrancelimit&rev=1542153037

Last update: **2018/11/14 08:50**