

Table of Contents

BS2_SetAccessGroup	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Access Control API](#) > [BS2_SetAccessGroup](#)

BS2_SetAccessGroup

Configures an access group.

Declaration

```
#include "BS_API.h"

int BS2_SetAccessGroup(void* context, uint32_t deviceId, BS2AccessGroup*
accessGroups, uint32_t accessGroupCount);
```

[See BS2AccessGroup Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessGroups* : List of access groups to be stored
- [In] *accessGroupCount* : Number of access groups

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_GetAccessGroup](#)
[BS2_GetAllAccessGroup](#)
[BS2_RemoveAccessGroup](#)
[BS2_RemoveAllAccessGroup](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_setaccessgroup

Last update: **2016/07/12 08:59**