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## BS2\_GetAccessGroupEntranceLimit

가 .

```
#include "BS_API.h"

int BS2_GetAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID deviceId,
const BS2_ZONE_ID* Ids, uint32_t IdCount, BS2DeviceZoneAGEntranceLimit**
agEntranceLimitObj, uint32_t* numAGEntranceLimit);
```

### BS2DeviceZoneAGEntranceLimit

- [In] *context* : Context
- [In] *deviceId* :
- [In] *Ids* : 가 device zone id
- [In] *IdCount* : device zone id
- [Out] *agEntranceLimitObj* : device zone
- [Out] *numAGEntranceLimit* : device zone

zoneObj                      [BS2\\_ReleaseObject](#)

BS\_SDK\_SUCCESS , 가

[BS2\\_GetAllAccessGroupEntranceLimit](#)  
[BS2\\_SetAccessGroupEntranceLimit](#)

[BS2\\_RemoveAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAllAccessGroupEntranceLimit](#)

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