

**BS2\_GetAccessGroupEntranceLimit** ..... 1

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# BS2\_GetAccessGroupEntranceLimit

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

```
#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



BS\_SDK\_SUCCESS , 가

BS2\_GetAllAccessGroupEntranceLimit  
BS2\_SetAccessGroupEntranceLimit  
BS2\_RemoveAccessGroupEntranceLimit  
BS2\_RemoveAllAccessGroupEntranceLimit

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