

**BS2\_GetAllAccessGroup** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

# BS2\_GetAllAccessGroup

가 .

```
#include "BS_API.h"

int BS2_GetAllAccessGroup(void* context, uint32_t deviceId, BS2AccessGroup**
accessGroupObj, uint32_t* numAccessGroup);
```

BS2AccessGroup

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *accessGroupObj* : access group
- [Out] *numAccessGroup* : access group



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAccessGroup](#)
- [BS2\\_SetAccessGroup](#)
- [BS2\\_RemoveAccessGroup](#)
- [BS2\\_RemoveAllAccessGroup](#)

From:

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

Permanent link:

[https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2\\_getallaccessgroup](https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getallaccessgroup)

Last update: **2016/07/12 09:01**