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BS2_GetAllAuthGroup

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```
#include "BS_API.h"

int BS2_GetAllAuthGroup(void* context, uint32_t deviceId, BS2AuthGroup**
authGroupObj, uint32_t* numAuthGroup);
```

BS2AuthGroup

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *authGroupObj* : auth group
- [Out] *numAuthGroup* : auth group



BS_SDK_SUCCESS , 가

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Last update: **2017/06/28 11:33**