

**BS2\_SetAccessGroup** ..... 1

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## BS2\_SetAccessGroup

```
#include "BS_API.h"

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

[BS2AccessGroup](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessGroups* : access group
- [In] *accessGroupCount* : access group

BS\_SDK\_SUCCESS , 가

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

