

BS2_SetAccessGroupEntranceLimit 1
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BS2_SetAccessGroupEntranceLimit

```
#include "BS_API.h"

int BS2_SetAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID deviceId,
const BS2DeviceZoneAGEntranceLimit* agEntranceLimits, uint32_t
agEntranceLimitCount);
```

[BS2DeviceZoneAGEntranceLimit](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *agEntranceLimits* : device zone
- [In] *agEntranceLimitCount* : device zone

BS_SDK_SUCCESS , 가

[BS2_GetAccessGroupEntranceLimit](#)
[BS2_GetAllAccessGroupEntranceLimit](#)
[BS2_RemoveAccessGroupEntranceLimit](#)
[BS2_RemoveAllAccessGroupEntranceLimit](#)

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