

**BS2\_SetAuthGroup** ..... 1

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# BS2\_SetAuthGroup

```
#include "BS_API.h"

int BS2_SetAuthGroup(void* context, uint32_t deviceId, BS2AuthGroup*
authGroups, uint32_t authGroupCount);
```

[BS2AuthGroup](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *authGroups* : auth group
- [In] *authGroupCount* : auth group

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