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## BS2\_GetAuthOperatorLevelEx

[+ 2.6.3] Gets specified device operator. (Support operator up to 1000)

When using [BS2\\_SetAuthConfig](#), [BS2\\_GetAuthConfig](#), there is a limitation that you can set operators up to 10.

The new API below accommodates setting operators up to 1,000.

### CAUTION

The existing [BS2AuthConfig](#) and operators are valid until you call the new API. However, if at any one time you call the newly added API below, the existing [BS2AuthConfig](#) setting will be ignored so you need to use only the new API and structure.

If you want to use the new API with the new structure, please move the operator list managed by existing [BS2AuthConfig](#) securely to the new structure [BS2AuthOperatorLevel](#) where can manage 1000 operators.

## Declaration

```
#include "BS_API.h"
```

```
int BS2_GetAuthOperatorLevelEx(void* context, BS2_DEVICE_ID deviceId,  
BS2_USER_ID* userIDs, uint32_t userIDCount, BS2AuthOperatorLevel**  
operatorlevelObj, uint32_t* numOperatorLevel);
```

[See BS2AuthOperatorLevel Structure](#)

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *userIDs* : User ID list trying to get
- [In] *userIDCount* : Number of user ID
- [Out] *operatorlevelObj* : Pointer to store the operators from device
- [Out] *numOperatorLevel* : Number of operators from device

### Note

The *operatorlevelObj* variable needs to return the memory to the system by the [BS2\\_ReleaseObject](#) function after being used.

## Return Value

If successfully done, BS\_SDK\_SUCCESS will be returned.  
If there is an error, the corresponding error code will be returned.

## See Also

[BS2\\_GetAuthOperatorLevelEx](#)  
[BS2\\_GetAllAuthOperatorLevelEx](#)  
[BS2\\_SetAuthOperatorLevelEx](#)  
[BS2\\_RemoveAuthOperatorLevelEx](#)  
[BS2\\_RemoveAllAuthOperatorLevelEx](#)

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