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## BS2\_SetAuthOperatorLevelEx

[+ 2.6.3] Sets all device operators.

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_SetAuthOperatorLevelEx(void* context, BS2_DEVICE_ID deviceId,
BS2AuthOperatorLevel* operatorlevels, uint32_t operatorlevelCount);
```

[See BS2AuthOperatorLevel Structure](#)

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *operatorlevels* : Operator list trying to add to device
- [In] *operatorlevelCount* : Number of operators trying to add to device

## 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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