

BS2_GetAllAccessLevel 1
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[Access Control API > BS2_GetAllAccessLevel](#)

BS2_GetAllAccessLevel

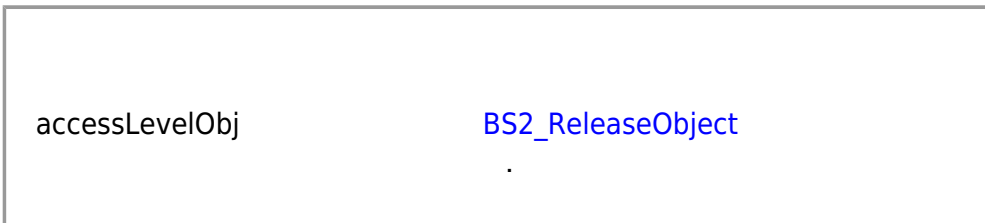
가 .

```
#include "BS_API.h"

int BS2_GetAllAccessLevel(void* context, uint32_t deviceId, BS2AccessLevel**
accessLevelObj, uint32_t* numAccessLevel);
```

[BS2AccessLevel](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *accessLevelObj* : access level
- [Out] *numAccessLevel* : access level



BS_SDK_SUCCESS , 가

- [BS2_GetAccessLevel](#)
- [BS2_SetAccessLevel](#)
- [BS2_RemoveAccessLevel](#)
- [BS2_RemoveAllAccessLevel](#)

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