Face API > BS2_GetAuthGroup

BS2_GetAuthGroup

.

```
#include "BS_API.h"

int BS2_GetAuthGroup(void* context, uint32_t deviceId, uint32_t*
authGroupIds, uint32_t authGroupIdCount, BS2AuthGroup** authGroupObj,
uint32_t* numAuthGroup);
```

> BS2AuthGroup

- [In] *context* : Context
- [In] *deviceId* :
- [In] *authGroupIds* : auth group id
- [In] *authGroupIdCount* : auth group id
- [Out] *authGroupObj* : auth group
- [Out] *numAuthGroup* : auth group

> authGroupObj   BS2_ReleaseObject
> .

BS_SDK_SUCCESS ,

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BS2_GetAllAuthGroup
BS2_SetAuthGroup

[BS2_RemoveAuthGroup](#)
[BS2_RemoveAllAuthGroup](#)

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