

**BS2\_GetAuthOperatorLevelEx** ..... 1

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..... 2

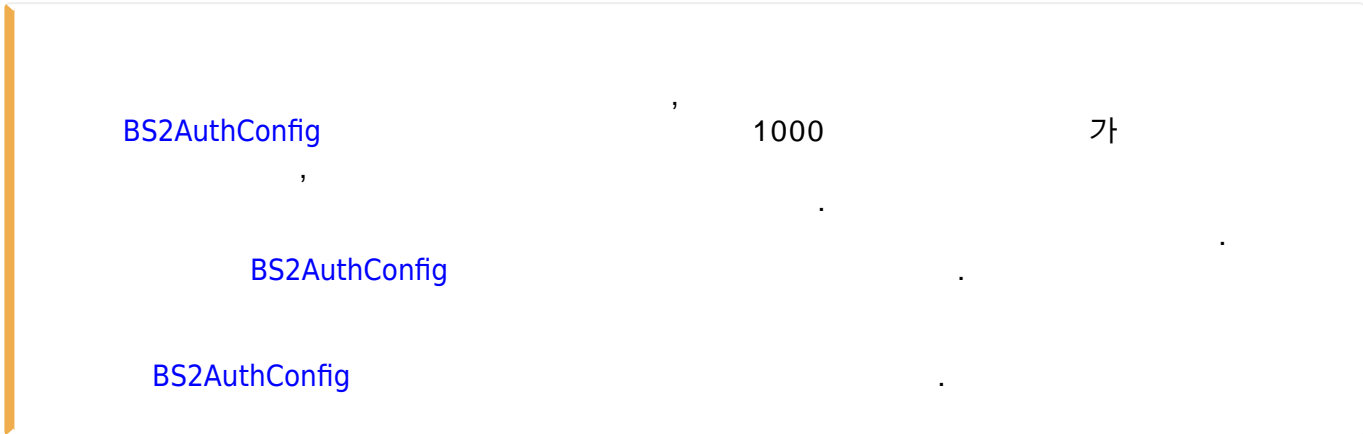
..... 2

# BS2\_GetAuthOperatorLevelEx

[ + 2.6.3]                      userIDs                      가                      .                      가

BS2\_SetAuthConfig, BS2\_GetAuthConfig                      10                      가

,                      1000                      가                      .

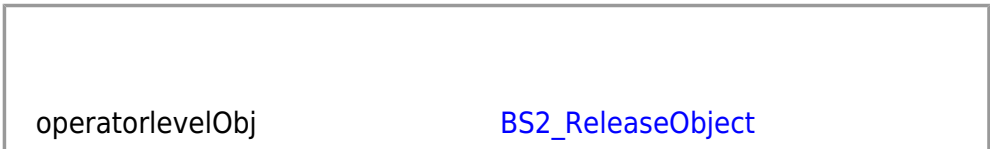


```
#include "BS_API.h"

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

## BS2AuthOperatorLevel

- [In] context : Context
- [In] deviceId :
- [In] userIDs : 가
- [In] userIDCount :
- [Out] operatorlevelObj :
- [Out] numOperatorlevel :





BS\_SDK\_SUCCESS , 가

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

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