

BS2_SetAccessLevel 1
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BS2_SetAccessLevel

```
#include "BS_API.h"

int BS2_SetAccessLevel(void* context, uint32_t deviceId, BS2AccessLevel*
accessLevels, uint32_t accessLevelCount);
```

[BS2AccessLevel](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessLevels* : access level
- [In] *accessLevelCount* : access level

BS_SDK_SUCCESS , 가

- [BS2_GetAccessLevel](#)
- [BS2_GetAllAccessLevel](#)
- [BS2_RemoveAccessLevel](#)
- [BS2_RemoveAllAccessLevel](#)

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