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## BS2\_GetAccessGroup

Retrieves selected access groups.

### Declaration

```
#include "BS_API.h"

int BS2_GetAccessGroup(void* context, uint32_t deviceId, uint32_t*
accessGroupIds, uint32_t accessGroupIdCount, BS2AccessGroup**
accessGroupObj, uint32_t* numAccessGroup);
```

[See BS2AccessGroup Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessGroupIds* : List of access group IDs to retrieve
- [In] *accessGroupIdCount* : Number of access groups to retrieve
- [Out] *accessGroupObj* : Access group list pointer
- [Out] *numAccessGroup* : Number of access groups

#### NOTE

The *accessGroupObj* variable needs to return the memory to the system by the [BS2\\_ReleaseObject](#) function after being used.

### 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\\_GetAllAccessGroup](#)

[BS2\\_SetAccessGroup](#)  
[BS2\\_RemoveAccessGroup](#)  
[BS2\\_RemoveAllAccessGroup](#)

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