Table of Contents

Access Control API > BS2_GetAccessGroup

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.

Seel Also

BS2_GetAllAccessGroup

BS2_SetAccessGroup
BS2_RemoveAccessGroup
BS2_RemoveAllAccessGroup