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BS2_GetAccessGroupEntranceLimit

Retrieves selected access group entrance limit.

Supported devices

BioStation 2 (1.5.0 only)
BioStatioin A2 (1.4.0 only)
BioEntry P2 (1.0.0 only)

Declaration

```
#include "BS_API.h"

int BS2_GetAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID deviceId,
const BS2_ZONE_ID* Ids, uint32_t IdCount, BS2DeviceZoneAGEntranceLimit**
agEntranceLimitObj, uint32_t* numAGEntranceLimit);
```

[See BS2DeviceZoneAGEntranceLimit Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *Ids* : Device zone access group entrance limit IDs list trying to get
- [In] *IdCount* : Size of device device zone access group entrance limit IDs list
- [Out] *agEntranceLimitObj* : Device zone access group entrance limit pointer
- [Out] *numAGEntranceLimit* : Number of device zone access group entrance limit list

NOTE

The zoneObj 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_GetAllAccessGroupEntranceLimit](#)
[BS2_SetAccessGroupEntranceLimit](#)
[BS2_RemoveAccessGroupEntranceLimit](#)
[BS2_RemoveAllAccessGroupEntranceLimit](#)

From:
<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:
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Last update: **2018/03/22 10:58**