

Table of Contents

BS2_GetAllAccessLevel	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Access Control API](#) > [BS2_GetAllAccessLevel](#)

BS2_GetAllAccessLevel

Retrieves all access levels.

Declaration

```
#include "BS_API.h"

int BS2_GetAllAccessLevel(void* context, uint32_t deviceId, BS2AccessLevel**
accessLevelObj, uint32_t* numAccessLevel);
```

[See BS2AccessLevel Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *accessLevelObj* : Access level list pointer
- [Out] *numAccessLevel* : Number of access levels

NOTE

The *accessLevelObj* 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_GetAccessLevel](#)
[BS2_SetAccessLevel](#)
[BS2_RemoveAccessLevel](#)

BS2_RemoveAllAccessLevel

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getallaccesslevel

Last update: **2016/07/12 08:59**