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## BS2\_GetAllAuthGroup

Retrieves all authentication groups.

### Declaration

```
#include "BS_API.h"

int BS2_GetAllAuthGroup(void* context, uint32_t deviceId, BS2AuthGroup**
authGroupObj, uint32_t* numAuthGroup);
```

[See BS2AuthGroup Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *authGroupObj* : Authentication group list pointer
- [Out] *numAuthGroup* : Number of authentication groups

#### NOTE

The *authGroupObj* 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\\_GetAuthGroup](#)  
[BS2\\_SetAuthGroup](#)  
[BS2\\_RemoveAuthGroup](#)

## BS2\_RemoveAllAuthGroup

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