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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](#)