

Table of Contents

BS2_GetAllAuthGroup	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Face API](#) > [BS2_GetAllAuthGroup](#)

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

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_getallauthgroup

Last update: **2017/06/28 10:59**