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BS2_GetAuthOperatorLevelEx

[+ 2.6.3] Gets specified device operator. (Support operator up to 1000)
When using BS2_SetAuthConfig, BS2_GetAuthConfig, there is a limitation that you can set operators up to 10.
The new API below accommodates setting operators up to 1,000.

> **CAUTION**
> The exsiting BS2AuthConfig and operators are valid until you call the new API. However, if at any one time you call the newly added API below, the existing BS2AuthConfigsetting will be ignored so you need to use only the new API and structure.
> If you want to use the new API with the new structure, please move the operator list managed by existing BS2AuthConfig securely to the new structure BS2AuthOperatorLevel where can manage 1000 operators.

Declaration

```
#include "BS_API.h"

int BS2_GetAuthOperatorLevelEx(void* context, BS2_DEVICE_ID deviceId,
BS2_USER_ID* userIDs, uint32_t userIDCount, BS2AuthOperatorLevel**
operatorlevelObj, uint32_t* numOperatorlevel);
```

> See BS2AuthOperatorLevel Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *userIDs* : User ID list trying to get
- [In] *userIDCount* : Number of user ID
- [Out] *operatorlevelObj* : Pointer to store the operators from device
- [Out] *numOperatorlevel* : Number of operators from device

> **Note**
> The operatorlevelObj 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_GetAuthOperatorLevelEx
BS2_GetAllAuthOperatorLevelEx
BS2_SetAuthOperatorLevelEx
BS2_RemoveAuthOperatorLevelEx
BS2_RemoveAllAuthOperatorLevelEx

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