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## BS2\_SetAccessLevel

Configures an access level.

### Declaration

```
#include "BS_API.h"

int BS2_SetAccessLevel(void* context, uint32_t deviceId, BS2AccessLevel*
accessLevels, uint32_t accessLevelCount);
```

[See BS2AccessLevel Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessLevels* : List of access levels to be stored
- [In] *accessLevelCount* : Number of access levels

### 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\\_GetAllAccessLevel](#)  
[BS2\\_RemoveAccessLevel](#)  
[BS2\\_RemoveAllAccessLevel](#)

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