

BS2_GetAccessGroup 1
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BS2_GetAccessGroup

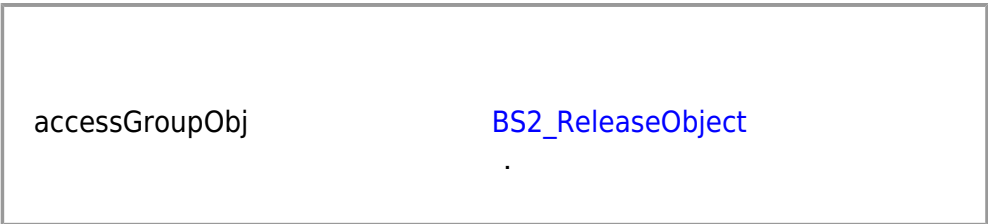
가 .

```
#include "BS_API.h"

int BS2_GetAccessGroup(void* context, uint32_t deviceId, uint32_t*
accessGroupIds, uint32_t accessGroupIdCount, BS2AccessGroup**
accessGroupObj, uint32_t* numAccessGroup);
```

BS2AccessGroup

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessGroupIds* : 가 access group id
- [In] *accessGroupIdCount* : access group id
- [Out] *accessGroupObj* : access group
- [Out] *numAccessGroup* : access group



BS_SDK_SUCCESS , 가

[BS2_GetAllAccessGroup](#)
[BS2_SetAccessGroup](#)

[BS2_RemoveAccessGroup](#)
[BS2_RemoveAllAccessGroup](#)

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