Access Control API > BS2_GetAccessGroup

BS2_GetAccessGroup

.

```
#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* : access group id
- [In] *accessGroupIdCount* : access group id
- [Out] *accessGroupObj* : access group
- [Out] *numAccessGroup* : access group

accessGroupObj BS2_ReleaseObject
.

BS_SDK_SUCCESS ,
.

BS2_GetAllAccessGroup
BS2_SetAccessGroup

BS2_RemoveAccessGroup
BS2_RemoveAllAccessGroup

From:
https://kb.supremainc.com/bs2sdk/ - **BioStar Device SDK**

Permanent link:
https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getaccessgroup

Last update: **2016/07/12 09:48**