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BS2_GetAccessLevel

가 .

```
#include "BS_API.h"

int BS2_GetAccessLevel(void* context, uint32_t deviceId, uint32_t*
accessLevelIds, uint32_t accessLevelIdCount, BS2AccessLevel**
accessLevelObj, uint32_t* numAccessLevel);
```

BS2AccessLevel

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessLevelIds* : 가 access level id
- [In] *accessLevelIdCount* : access level id
- [Out] *accessLevelObj* : access level
- [Out] *numAccessLevel* : access level



BS_SDK_SUCCESS , 가

[BS2_GetAllAccessLevel](#)
[BS2_SetAccessLevel](#)

[BS2_RemoveAccessLevel](#)

[BS2_RemoveAllAccessLevel](#)

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