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BS2_GetAccessGroupEntranceLimit

Ethernet Access Group

가

```
#include "BS_API.h"
```

```
int BS2_GetDeviceZoneAGEntranceLimit:(void* context, BS2_DEVICE_ID deviceId,
const BS2_ZONE_ID* Ids, uint32_t IdCount, BS2DeviceZoneAGEntranceLimit**
deviceZoneAGEntranceLimitObj, uint32_t* numDeviceZoneAGEntranceLimit);
```

[BS2DeviceZoneAGEntranceLimit](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *Ids* : 가 device zone id
- [In] *IdCount* : device zone id
- [Out] *deviceZoneAGEntranceLimitObj* : device zone Access Group
- [Out] *numDeviceZoneAGEntranceLimit* : device zone Access Group

zoneObj

[BS2_ReleaseObject](#)

BS_SDK_SUCCESS

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[BS2_GetAllDeviceZoneAGEntranceLimit](#)

[BS2_SetDeviceZoneAGEntranceLimit](#)
[BS2_RemoveDeviceZoneAGEntranceLimit](#)
[BS2_RemoveAllDeviceZoneAGEntranceLimit](#)

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