

BS2_SetAuthGroup 1

..... 1

..... 1

..... 1

..... 1

..... 1

BS2_SetAuthGroup

```
#include "BS_API.h"

int BS2_SetAuthGroup(void* context, uint32_t deviceId, BS2AuthGroup*
authGroups, uint32_t authGroupCount);
```

BS2AuthGroup

- [In] *context* : Context
- [In] *deviceId* :
- [In] *authGroups* : auth group
- [In] *authGroupCount* : auth group

BS_SDK_SUCCESS , 가

- [BS2_GetAuthGroup](#)
- [BS2_GetAllAuthGroup](#)
- [BS2_RemoveAuthGroup](#)
- [BS2_RemoveAllAuthGroup](#)

C#

```
Console.WriteLine("Trying to set auth groups to device.");
BS2ErrorCode result = (BS2ErrorCode)API.BS2_SetAuthGroup(sdkContext,
```

```
deviceID, authGroupListObj, (UInt32)authGroupList.Count);  
if (result != BS2ErrorCode.BS_SDK_SUCCESS)  
{  
    Console.WriteLine("Got error({0}).", result);  
}  
  
Marshal.FreeHGlobal(authGroupIDObj);  
BS2_ReleaseObject(uidObj);
```

From:

<https://kb.supremainc.com/kbtest/> - **BioStar 2 Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_setauthgroup

Last update: **2022/06/27 15:07**