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## BS2\_GetAccessGroupEntranceLimit

Retrieves selected access group entrance limit.

### Declaration

```
#include "BS_API.h"

int BS2_GetAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID deviceId,
const BS2_ZONE_ID* Ids, uint32_t IdCount, BS2DeviceZoneAGEntranceLimit**
agEntranceLimitObj, uint32_t* numAGEntranceLimit);
```

[See BS2DeviceZoneAGEntranceLimit Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *Ids* : Device zone access group entrance limit IDs list trying to get
- [In] *IdCount* : Size of device device zone access group entrance limit IDs list
- [Out] *agEntranceLimitObj* : Device zone access group entrance limit pointer
- [Out] *numAGEntranceLimit* : Number of device zone access group entrance limit list

#### NOTE

The *zoneObj* variable needs to return the memory to the system by the [BS2\\_ReleaseObject](#) function after being used.

### Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.

If there is an error, the corresponding error code will be returned.

### See Also

[BS2\\_GetAllAccessGroupEntranceLimit](#)

[BS2\\_SetAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAllAccessGroupEntranceLimit](#)

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