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## BS2\_GetAccessLevel

Retrieves selected access levels.

### Declaration

```
#include "BS_API.h"

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

[See BS2AccessLevel Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessLevelIds* : List of access level IDs to retrieve
- [In] *accessLevelIdCount* : Number of access levels to retrieve
- [Out] *accessLevelObj* : Access level list pointer
- [Out] *numAccessLevel* : Number of access levels

#### NOTE

The *accessLevelObj* 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\\_GetAllAccessLevel](#)

[BS2\\_SetAccessLevel](#)  
[BS2\\_RemoveAccessLevel](#)  
[BS2\\_RemoveAllAccessLevel](#)

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