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BS2_GetAllAccessGroup

Retrieves all access groups.

Declaration

```
#include "BS_API.h"

int BS2_GetAllAccessGroup(void* context, uint32_t deviceId, BS2AccessGroup**
accessGroupObj, uint32_t* numAccessGroup);
```

[See BS2AccessGroup Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *accessGroupObj* : Access group list pointer
- [Out] *numAccessGroup* : Number of access groups

NOTE

The *accessGroupObj* 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_GetAccessGroup](#)

[BS2_SetAccessGroup](#)

[BS2_RemoveAccessGroup](#)

BS2_RemoveAllAccessGroup

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