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BS2_GetAllAccessGroupEntranceLimit

Retrieves all access group entrance limit.

Declaration

```
#include "BS_API.h"

int BS2_GetAllAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID
deviceId, BS2DeviceZoneAGEntranceLimit** agEntranceLimitObj, uint32_t*
numAGEntranceLimit);
```

[See BS2DeviceZoneAGEntranceLimit Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [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_GetAccessGroupEntranceLimit](#)

[BS2_SetAccessGroupEntranceLimit](#)

[BS2_RemoveAccessGroupEntranceLimit](#)

BS2_RemoveAllAccessGroupEntranceLimit

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