Table of Contents

BS2_GetAllAccessLevel

Retrieves all access levels.

Declaration

```
#include "BS_API.h"

int BS2_GetAllAccessLevel(void* context, uint32_t deviceId, BS2AccessLevel**
accessLevelObj, uint32_t* numAccessLevel);
```

> See BS2AccessLevel Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [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_GetAccessLevel
BS2_SetAccessLevel
BS2_RemoveAccessLevel

BS2_RemoveAllAccessLevel