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# BS2_SetAccessGroup

Configures an access group.

## Declaration

```
#include "BS_API.h"

int BS2_SetAccessGroup(void* context, uint32_t deviceId, BS2AccessGroup*
accessGroups, uint32_t accessGroupCount);
```

> See BS2AccessGroup Structure

## Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessGroups* : List of access groups to be stored
- [In] *accessGroupCount* : Number of access groups

## 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_GetAllAccessGroup
BS2_RemoveAccessGroup
BS2_RemoveAllAccessGroup

From:
- **BioStar Device SDK**

Permanent link:
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