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## BS2\_SetAccessGroupEntranceLimit

Configures access group entrance limit.

### Declaration

```
#include "BS_API.h"

int BS2_SetAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID deviceId,
const BS2DeviceZoneAGEntranceLimit* agEntranceLimits, uint32_t
agEntranceLimitCount);
```

[See BS2DeviceZoneAGEntranceLimit Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *agEntranceLimits* : Device zone access group entrance limit list
- [In] *agEntranceLimitCount* : Number of device zone access group entrance limit list

### 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\\_GetAllAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAllAccessGroupEntranceLimit](#)

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