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BS2_SetAccessLevel

Configures an access level.

Declaration

```
#include "BS_API.h"

int BS2_SetAccessLevel(void* context, uint32_t deviceId, BS2AccessLevel*
accessLevels, uint32_t accessLevelCount);
```

> See BS2AccessLevel Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessLevels* : List of access levels to be stored
- [In] *accessLevelCount* : Number of access levels

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_GetAllAccessLevel
BS2_RemoveAccessLevel
BS2_RemoveAllAccessLevel

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