

BS2_GetAccessGroupEntranceLimit 1

..... 1

..... 1

..... 1

..... 1

BS2_GetAccessGroupEntranceLimit

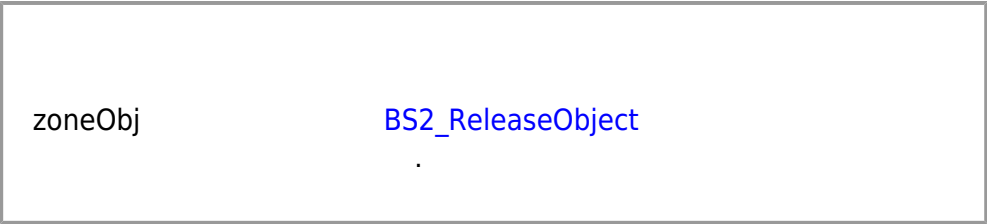
가 .

```
#include "BS_API.h"

int BS2_GetAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID deviceId,
const BS2_ZONE_ID* Ids, uint32_t IdCount, BS2DeviceZoneAGEntranceLimit**
agEntranceLimitObj, uint32_t* numAGEntranceLimit);
```

BS2DeviceZoneAGEntranceLimit

- [In] *context* : Context
- [In] *deviceId* :
- [In] *Ids* : 가 device zone id
- [In] *IdCount* : device zone id
- [Out] *agEntranceLimitObj* : device zone
- [Out] *numAGEntranceLimit* : device zone



BS_SDK_SUCCESS , 가

BS2_RemoveAccessGroupEntranceLimit
BS2_RemoveAllAccessGroupEntranceLimit

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_getaccessgroupentancelimit&rev=1504535285

Last update: **2017/09/04 23:28**