

**BS2\_GetAllAccessGroup** ..... 1

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# BS2\_GetAllAccessGroup

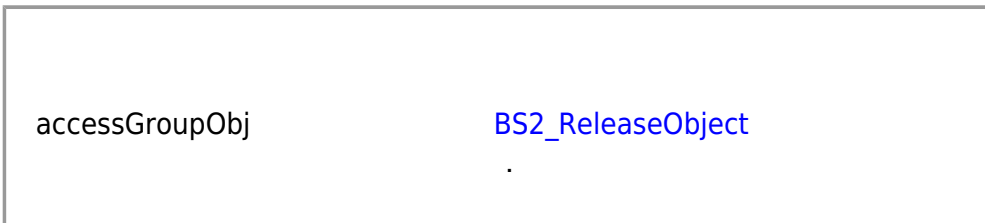
가 .

```
#include "BS_API.h"

int BS2_GetAllAccessGroup(void* context, uint32_t deviceId, BS2AccessGroup**
accessGroupObj, uint32_t* numAccessGroup);
```

BS2AccessGroup

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *accessGroupObj* : access group
- [Out] *numAccessGroup* : access group



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAccessGroup](#)
- [BS2\\_SetAccessGroup](#)
- [BS2\\_RemoveAccessGroup](#)
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