

BS2_GetAllAccessGroupEntranceLimit 1
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BS2_GetAllAccessGroupEntranceLimit

가 .

```
#include "BS_API.h"

int BS2_GetAllAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID
deviceId, BS2DeviceZoneAGEntranceLimit** agEntranceLimitObj, uint32_t*
numAGEntranceLimit);
```

BS2DeviceZoneAGEntranceLimit

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *agEntranceLimitObj* : device zone
- [Out] *numAGEntranceLimit* : device zone



BS_SDK_SUCCESS , 가

- [BS2_GetAccessGroupEntranceLimit](#)
- [BS2_SetAccessGroupEntranceLimit](#)
- [BS2_RemoveAccessGroupEntranceLimit](#)
- [BS2_RemoveAllAccessGroupEntranceLimit](#)

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