

**BS2\_GetAllAccessGroupEntranceLimit** ..... 1

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# BS2\_GetAllAccessGroupEntranceLimit

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BioStation 2 (1.5.0 only)  
BioStatioin A2 (1.4.0 only)  
BioEntry P2 (1.0.0 only)

```
#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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