

**BS2\_SetAccessGroupEntranceLimit** ..... 1  
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## BS2\_SetAccessGroupEntranceLimit

```
#include "BS_API.h"

int BS2_SetAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID deviceId,
const BS2DeviceZoneAGEntranceLimit* agEntranceLimits, uint32_t
agEntranceLimitCount);
```

[BS2DeviceZoneAGEntranceLimit](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *agEntranceLimits* : device zone
- [In] *agEntranceLimitCount* : device zone

BS\_SDK\_SUCCESS , 가

[BS2\\_GetAccessGroupEntranceLimit](#)  
[BS2\\_GetAllAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAllAccessGroupEntranceLimit](#)

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