

BS2_RemoveAllAccessLevel 1
..... 1
..... 1
..... 1
..... 1

BS2_RemoveAllAccessLevel

```
#include "BS_API.h"

int BS2_RemoveAllAccessLevel(void* context, uint32_t deviceId);
```

- [In] *context* : Context
- [In] *deviceId* :

BS_SDK_SUCCESS , 가

- [BS2_GetAccessLevel](#)
- [BS2_GetAllAccessLevel](#)
- [BS2_SetAccessLevel](#)
- [BS2_RemoveAccessLevel](#)

From:
<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeallaccesslevel

Last update: **2016/02/02 14:15**