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BS2_RemoveAllAuthGroup

```
#include "BS_API.h"

int BS2_RemoveAllAuthGroup(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

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[BS2_SetAuthGroup](#)
[BS2_RemoveAuthGroup](#)

C#

```
Console.WriteLine("Trying to remove all access groups from device.");
result = (BS2ErrorCode)API.BS2_RemoveAllAccessGroup(sdkContext, deviceId);
Marshal.FreeHGlobal(authGroupIDObj);
BS2_ReleaseObject(uidObj);
```

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

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