

**BS2\_RemoveAllLockOverride**

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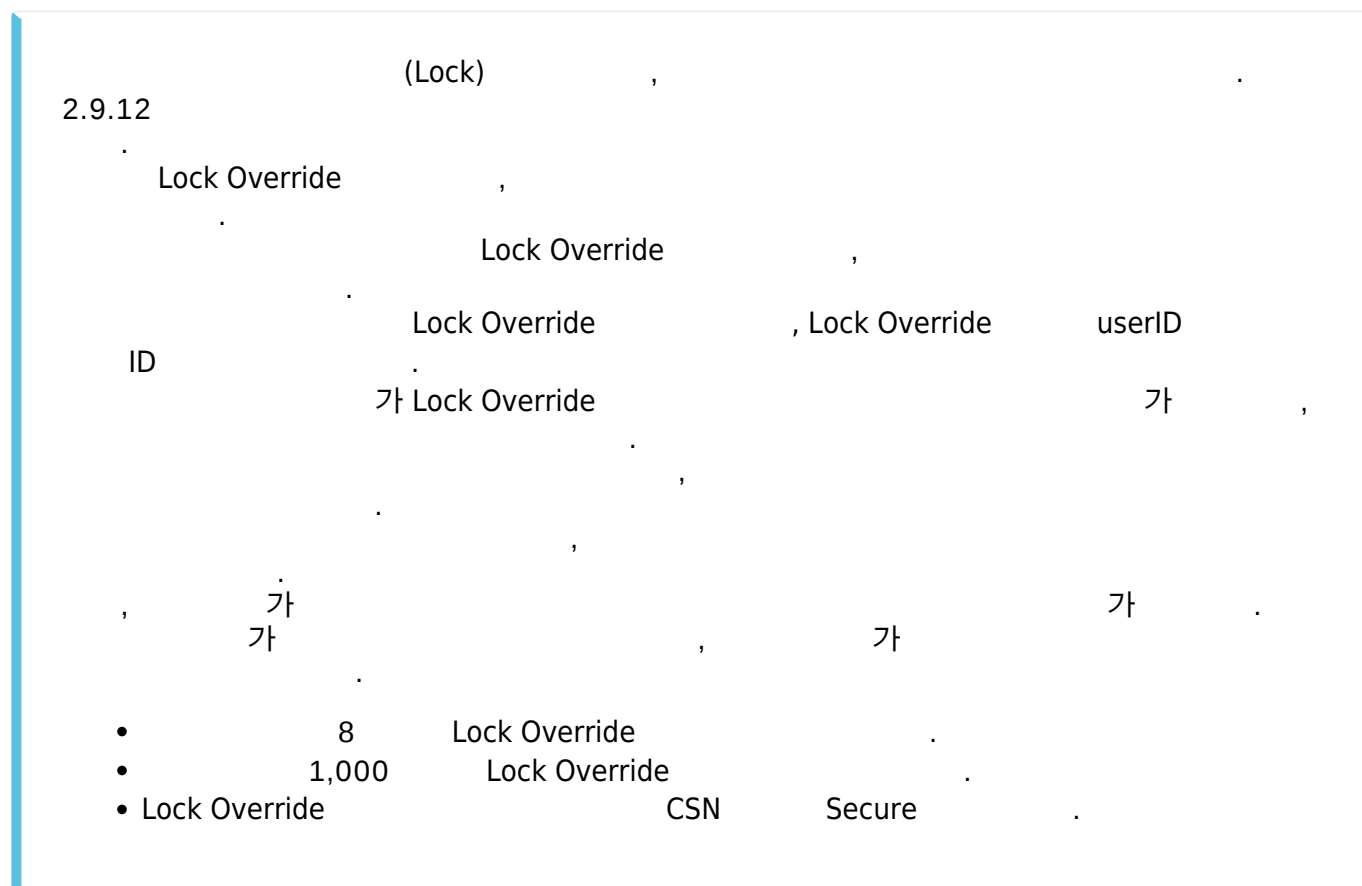
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## BS2\_RemoveAllLockOverride



[ + 2.9.12] Lock Override .

```
#include "BS_API.h"
int BS2_RemoveAllLockOverride(void* context, BS2_DEVICE_ID deviceId);
```

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

BS SDK SUCCESS , 가

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