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User Management API > [BS2\\_RemoveAllUser](#)

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## BS2\_RemoveAllUser

```
#include "BS_API.h"

int BS2_RemoveAllUser(void* context, uint32_t deviceId);
```

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

BS\_SDK\_SUCCESS , 가

C++

```
int UserControl::removeAllUser(BS2_DEVICE_ID id)
{
    int sdkResult = BS2_RemoveAllUser(context_, id);
    if (BS_SDK_SUCCESS != sdkResult)
        TRACE("BS2_RemoveAllUser call failed: %d", sdkResult);

    return sdkResult;
}
```

C#

```
result = (BS2ErrorCode)API.BS2_RemoveAllUser(sdkContext, deviceId);
```

[BS2\\_GetUserList](#)

BS2\_RemoveUser  
BS2\_RemoveAllUser  
BS2\_GetUserInfos  
BS2\_GetUserInfosEx  
BS2\_EnrolUser  
BS2\_EnrolUserEx  
BS2\_GetUserDatas  
BS2\_GetUserDatasEx

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Last update: **2021/12/27 10:48**