

**BS2\_RemoveDeviceZone** ..... 1

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# BS2\_RemoveDeviceZone

Ethernet

```
#include "BS_API.h"

int BS2_RemoveDeviceZone(void* context, BS2_DEVICE_ID deviceId, const
BS2_DEVICE_ZONE_TABLE_ID* Ids, uint32_t IdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *Ids* : device zone id
- [In] *IdCount* : device zone id

BS\_SDK\_SUCCESS , 가

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- [BS2\\_GetAllDeviceZone](#)
- [BS2\\_SetDeviceZone](#)
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