

BS2_RemoveAllAccessGroup 1

..... 1

..... 1

..... 1

..... 1

BS2_RemoveAllAccessGroup

```
#include "BS_API.h"  
  
int BS2_RemoveAllAccessGroup(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

- [BS2_GetAccessGroup](#)
- [BS2_GetAllAccessGroup](#)
- [BS2_SetAccessGroup](#)
- [BS2_RemoveAccessGroup](#)

From:
<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeallaccessgroup

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