

BS2_RemoveAllAccessLevel 1

..... 1

..... 1

..... 1

..... 1

[Access Control API](#) > [BS2_RemoveAllAccessLevel](#)

BS2_RemoveAllAccessLevel

```
#include "BS_API.h"

int BS2_RemoveAllAccessLevel(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

[BS2_GetAccessLevel](#)
[BS2_GetAllAccessLevel](#)
[BS2_SetAccessLevel](#)
[BS2_RemoveAccessLevel](#)

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_removeallaccesslevel

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