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## BS2\_RemoveAllDeviceZoneAGEntranceLimit

BioStation 2 (1.5.0 only)  
BioStation A2 (1.4.0 only)  
BioEntry P2 (1.0.0 only)

```
#include "BS_API.h"
```

```
int BS2_RemoveAllDeviceZoneAGEntranceLimit(void* context, BS2_DEVICE_ID  
deviceId);
```

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

BS\_SDK\_SUCCESS , 가

[BS2\\_GetAccessGroupEntranceLimit](#)  
[BS2\\_GetAllDeviceZoneAGEntranceLimit](#)  
[BS2\\_SetDeviceZoneAGEntranceLimit](#)  
[BS2\\_RemoveDeviceZoneAGEntranceLimit](#)

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