

BS2_RemoveAllDoor 1

..... 1

..... 1

..... 1

..... 1

Door Control API > BS2_RemoveAllDoor

BS2_RemoveAllDoor

```
#include "BS_API.h"

int BS2_RemoveAllDoor(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

[BS2_GetDoor](#)
[BS2_GetAllDoor](#)
[BS2_GetDoorStatus](#)
[BS2_GetAllDoorStatus](#)
[BS2_SetDoor](#)
[BS2_GetAllDoorStatus](#)
[BS2_SetDoorAlarm](#)
[BS2_RemoveDoor](#)
[BS2_ReleaseDoor](#)
[BS2_LockDoor](#)
[BS2_UnlockDoor](#)

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

Permanent link:
http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_removealldoor

Last update: **2016/02/02 14:28**

