

Table of Contents

BS2_RemoveAccessGroup	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Access Control API](#) > [BS2_RemoveAccessGroup](#)

BS2_RemoveAccessGroup

Removes selected access groups.

Declaration

```
#include "BS_API.h"

int BS2_RemoveAccessGroup(void* context, uint32_t deviceId, uint32_t*
accessGroupIds, uint32_t accessGroupIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessGroupIds* : List of access group IDs to remove
- [In] *accessGroupIdCount* : Number of access groups to remove

Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.
If there is an error, the corresponding error code will be returned.

See Also

[BS2_GetAccessGroup](#)
[BS2_GetAllAccessGroup](#)
[BS2_SetAccessGroup](#)
[BS2_RemoveAllAccessGroup](#)

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