

# Table of Contents

<b>BS2_RemoveAccessGroup</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[Access Control API](#) > [BS2\\_RemoveAccessGroup](#)

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## 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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