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## BS2\_RemoveAccessLevel

Removes selected access levels.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveAccessLevel(void* context, uint32_t deviceId, uint32_t*
accessLevelIds, uint32_t accessLevelIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessLevelIds* : List of access level IDs to remove
- [In] *accessLevelIdCount* : Number of access levels 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\\_GetAccessLevel](#)  
[BS2\\_GetAllAccessLevel](#)  
[BS2\\_SetAccessLevel](#)  
[BS2\\_RemoveAllAccessLevel](#)

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