Table of Contents

Access Control API > BS2_RemoveAllAccessLevel

BS2_RemoveAllAccessLevel

Removes all access levels.

Declaration

```
#include "BS_API.h"

int BS2_RemoveAllAccessLevel(void* context, uint32_t deviceId);
```

Parameter

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

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_RemoveAccessLevel

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