

Table of Contents

<i>BS2_RemoveAllAccessLevel</i>	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[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](#)

From:

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

Permanent link:

http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_removeallaccesslevel

Last update: **2016/02/17 14:33**