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## BS2\_RemoveScheduledLockUnlockZone

Removes selected Scheduled Lock/Unlock zones.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveScheduledLockUnlockZone(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Scheduled Lock/Unlock zone IDs to remove
- [In] *zoneIdCount* : Number of Scheduled Lock/Unlock zones 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\\_GetScheduledLockUnlockZone](#)  
[BS2\\_GetAllScheduledLockUnlockZone](#)  
[BS2\\_GetScheduledLockUnlockZoneStatus](#)  
[BS2\\_GetAllScheduledLockUnlockZoneStatus](#)  
[BS2\\_SetScheduledLockUnlockZone](#)  
[BS2\\_SetScheduledLockUnlockZoneAlarm](#)  
[BS2\\_RemoveAllScheduledLockUnlockZone](#)

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