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## BS2\_RemoveAccessLevel

```
#include "BS_API.h"

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

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessLevelIds* : access level id
- [In] *accessLevelIdCount* : access level id

BS\_SDK\_SUCCESS , 가

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