

BS2_RemoveAccessSchedule 1

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BS2_RemoveAccessSchedule

```
#include "BS_API.h"

int BS2_RemoveAccessSchedule(void* context, BS2_DEVICE_ID deviceId,
uint32_t* accessSheduleIds, uint32_t accessScheduleIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessSheduleIds* : access schedule id
- [In] *accessScheduleIdCount* : access schedule id

BS_SDK_SUCCESS , 가

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- [BS2_SetAccessSchedule](#)
- [BS2_RemoveAllAccessSchedule](#)

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Last update: **2016/02/02 14:16**