BS2_RemoveAllAccessGroup ....

Access Control API > BS2_RemoveAllAccessGroup

BS2_RemoveAllAccessGroup

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```
#include "BS_API.h"

int BS2_RemoveAllAccessGroup(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS　　　　　　　　,

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BS2_GetAccessGroup
BS2_GetAllAccessGroup
BS2_SetAccessGroup
BS2_RemoveAccessGroup