

BS2_RemoveAllAccessSchedule 1

..... 1

..... 1

..... 1

..... 1

[Access Control API](#) > [BS2_RemoveAllAccessSchedule](#)

BS2_RemoveAllAccessSchedule

```
#include "BS_API.h"

int BS2_RemoveAllAccessSchedule(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

[BS2_GetAccessSchedule](#)
[BS2_GetAllAccessSchedule](#)
[BS2_SetAccessSchedule](#)
[BS2_RemoveAccessSchedule](#)

From:
<https://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:
https://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeallaccessschedule

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