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BS2_RemoveAllDeviceZoneAGEntranceLimit

```
#include "BS_API.h"

int BS2_RemoveAllDeviceZoneAGEntranceLimit(void* context, BS2_DEVICE_ID
deviceId);
```

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

BS_SDK_SUCCESS , 가

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Last update: **2017/09/05 08:54**