

BS2_RemoveAllLiftLockUnlockZone 1

..... 1

..... 1

..... 1

..... 1

BS2_RemoveAllLiftLockUnlockZone

[+ 2.7.0] Lift / .

```
#include "BS_API.h"

int BS2_RemoveAllLiftLockUnlockZone(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

- [BS2_GetLiftLockUnlockZone](#)
- [BS2_GetAllLiftLockUnlockZone](#)
- [BS2_GetLiftLockUnlockZoneStatus](#)
- [BS2_GetAllLiftLockUnlockZoneStatus](#)
- [BS2_SetLiftLockUnlockZone](#)
- [BS2_SetLiftLockUnlockZoneAlarm](#)
- [BS2_RemoveLiftLockUnlockZone](#)

From:
<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_removeallliftlockunlockzone

Last update: **2020/08/07 13:05**