

BS2_RemoveAllUser 1
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BS2_RemoveAllUser

```
#include "BS_API.h"

int BS2_RemoveAllUser(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

C++

```
int removeAllUser(BS2_DEVICE_ID id)
{
    int sdkResult = BS2_RemoveAllUser(context_, id);
    if (BS_SDK_SUCCESS != sdkResult)
        TRACE("BS2_RemoveAllUser call failed: %d", sdkResult);

    return sdkResult;
}
```

C#

```
BS2ErrorCode result = (BS2ErrorCode)API.BS2_RemoveAllUser(sdkContext,
deviceId);
```

BS2_GetUserList
BS2_RemoveUser
BS2_RemoveAllUser
BS2_GetUserInfos
BS2_GetUserInfosEx
BS2_EnrolUser
BS2_EnrolUserEx
BS2_GetUserDatas
BS2_GetUserDatasEx

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