

**BS2\_RemoveUser** ..... 1

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## BS2\_RemoveUser

```
#include "BS_API.h"

int BS2_RemoveUser(void* context, uint32_t deviceId, char* uids, uint32_t uidCount);
```

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

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