

BS2_RemoveUserOverride 1

ÇÔ¼ö 1

ÆÄ¶ó¹ÀÍ 1

¹ÝÈ⁻°a 1

ÇÔ²² °, ±â 2

BS2_RemoveUserOverride

Àâ¼ÖÄÎÀÏ³ª 1è´bι∅ μî ÃâÂÔζι´ õ , 1Àº ½Ãº£Àì ÇÊζäÇÑ »çζèÄÚ,¡ ÀŞÇØ, ÇΥÁØ º³¹æ ½Ãº£º,´Ù ±æºÔ ÃâÂÔ¹®À» ζ³¼ιμÑ ¼⁴⁰ ÀÖ´Â ±â´ÉÀÔ´Í´Ù.

BS2DoorÀÇ extendedAutoLockTimeout,¡ ÅëÇØ ÇØ´ç ÃâÂÔ¹®ζι´ ζ-Àâ º³¹æ ½Ãº£À» ¼⁴³ÁκÇÍºí, **BS2UserOverride**,¡ ÅëÇØ ζ-Àâ º³¹æ ½Ãº£À» ÀúζèÇÒ »çζèÄÚ,¡ ÁöÁκÇÕ´Í´Ù. ζ-ÀâμÈ º³¹æ ½Ãº£ »çζè ½Ã,´ÙÀ½ ±ÖÄçÀ» μû,´´Í´Ù.

- ζ-Àâ º³¹æ ½Ãº£ ´ë»ó »çζèÄÚζι´ ⁰ñ´ë»ó »çζèÄÚºι´ ζ-¼⁴⁰À,·Í ÁÍÁöÇÍ´Â ºæζι, ,¶Áö,·ζι ÁÍÁöÇÑ »çζèÄÚ,¡ ±âÁØÀ,·Í º³¹æ ½Ãº£Àì ÀúζèμÈ´Í´Ù.
- 2´Üºè ÁÍÁö »çζè ½Ã, ÁÍÁö »çζèÄÚ ÁΒ ÇÑ ,ÍÀì¶óμμ ζ-Àâ º³¹æ ½Ãº£ ´ë»óÁÚ¶ó,é ζ-ÀâμÈ º³¹æ ½Ãº£À,·Í ÃâÂÔ¹®Àì ζ,³´Í´Ù.

[+ 2.9.12] »çζèÄÚID,¡ ÁöÁκÇÍζι©, ζ-ÀâμÈ ÃâÂÔ¹® º³¹æ ½Ãº£À» »çζèÇÍ´Â »çζèÄÚ,¡ »èÁÇÕ´Í´Ù.

ÇÖ¼ö

```
#include "BS_API.h"

int BS2_RemoveUserOverride(void* context, BS2_DEVICE_ID deviceId, const char* userIDs, uint32_t numOfUsers);
```

BS2UserOverride ±,Á¶Ã¼º,±â

ÆÄ¶ó¹ÀÍ

- [In] *context* : Context
- [In] *deviceId* : ÀâÄi ½Ãº°ÀÚ
- [In] *userIDs* : »èÁÇÒ »çζèÄÚ ID,¡ ÁöÁκ
- [In] *numOfUsers* : »èÁÇÒ »çζèÄÚ ID º³¹¼ö

¹ÝÈºª

¼⁴º⁰ØÀÚÀ,·Í ¼⁴⁰ÇàμÈ ºæζι BS_SDK_SUCCESS,¡ ¹ÝÈ´ÇÍºí, ½ÇÆÐÇΒÀ» ºæζι »óÀÀÇÍ´Â ζι·- ÄÚμâ,¡

¹ÝÈ`ÇÕ´İ'Ù.

ÇÔ²² 9, ±â

[BS2_GetUserOverride](#)

[BS2_GetAllUserOverride](#)

[BS2_SetUserOverride](#)

[BS2_RemoveAllUserOverride](#)

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