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BS2_RemoveAccessGroup

Removes selected access groups.

Declaration

```
#include "BS_API.h"

int BS2_RemoveAccessGroup(void* context, uint32_t deviceId, uint32_t*
accessGroupIds, uint32_t accessGroupIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessGroupIds* : List of access group IDs to remove
- [In] *accessGroupIdCount* : Number of access groups to remove

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_GetAccessGroup
BS2_GetAllAccessGroup
BS2_SetAccessGroup
BS2_RemoveAllAccessGroup