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BS2_RemoveAccessLevel

Removes selected access levels.

Declaration

```
#include "BS_API.h"

int BS2_RemoveAccessLevel(void* context, uint32_t deviceId, uint32_t*
accessLevelIds, uint32_t accessLevelIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessLevelIds* : List of access level IDs to remove
- [In] *accessLevelIdCount* : Number of access levels 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_GetAccessLevel](#)
[BS2_GetAllAccessLevel](#)
[BS2_SetAccessLevel](#)
[BS2_RemoveAllAccessLevel](#)

From:
<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

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Last update: **2017/03/01 17:18**