

# Table of Contents

- BS2\_RemoveAllAccessSchedule** ..... 1
- Declaration ..... 1
- Parameter ..... 1
- Return Value ..... 1
- See Also ..... 1

[Access Control API](#) > [BS2\\_RemoveAllAccessSchedule](#)

---

## BS2\_RemoveAllAccessSchedule

Removes all time schedules.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveAllAccessSchedule(void* context, uint32_t deviceId);
```

### Parameter

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

### 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\\_GetAccessSchedule](#)  
[BS2\\_GetAllAccessSchedule](#)  
[BS2\\_SetAccessSchedule](#)  
[BS2\\_RemoveAccessSchedule](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

[http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2\\_removeallaccessschedule](http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_removeallaccessschedule)

Last update: **2016/02/17 14:46**