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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:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=en:bs2_removeallaccessschedule

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