

# Table of Contents

<b>BS2_RemoveAllDoor</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[Door Control API](#) > [BS2\\_RemoveAllDoor](#)

---

## BS2\_RemoveAllDoor

Removes all doors.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveAllDoor(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\\_GetDoor](#)  
[BS2\\_GetAllDoor](#)  
[BS2\\_GetDoorStatus](#)  
[BS2\\_GetAllDoorStatus](#)  
[BS2\\_SetDoor](#)  
[BS2\\_GetAllDoorStatus](#)  
[BS2\\_SetDoorAlarm](#)  
[BS2\\_RemoveDoor](#)  
[BS2\\_ReleaseDoor](#)  
[BS2\\_LockDoor](#)  
[BS2\\_UnlockDoor](#)

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

Permanent link:  
[http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2\\_removealldoor](http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_removealldoor)

Last update: **2016/02/17 14:54**

