

# Table of Contents

<b>BS2_RemoveDoor</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

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

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## BS2\_RemoveDoor

Removes selected doors.

### Declaration

```
#include "BS_API.h"

int BS2_RemoveDoor(void* context, uint32_t deviceId, uint32_t* doorIds,
uint32_t doorIdCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *doorIds* : List of door IDs to remove
- [In] *doorIdCount* : Number of doors 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\\_GetDoor](#)  
[BS2\\_GetAllDoor](#)  
[BS2\\_GetDoorStatus](#)  
[BS2\\_GetAllDoorStatus](#)  
[BS2\\_SetDoor](#)  
[BS2\\_GetAllDoorStatus](#)  
[BS2\\_SetDoorAlarm](#)  
[BS2\\_RemoveAllDoor](#)  
[BS2\\_ReleaseDoor](#)  
[BS2\\_LockDoor](#)  
[BS2\\_UnlockDoor](#)

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