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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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