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## BS2\_RemoveAccessGroup

```
#include "BS_API.h"

int BS2_RemoveAccessGroup(void* context, uint32_t deviceId, uint32_t*
accessGroupIds, uint32_t accessGroupIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessGroupIds* : access group id
- [In] *accessGroupIdCount* : access group id

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