

BS2_RemoveAccessGroupEntranceLimit 1

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BS2_RemoveAccessGroupEntranceLimit

```
#include "BS_API.h"

int BS2_RemoveAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID
deviceId, const BS2_ZONE_ID* Ids, uint32_t IdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *Ids* : device zone id
- [In] *IdCount* : device zone id

BS_SDK_SUCCESS , 가

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[BS2_SetAccessGroupEntranceLimit](#)
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