

**BS2\_RemoveAccessGroupEntranceLimit** ..... 1

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## BS2\_RemoveAccessGroupEntranceLimit

BioStation 2 (1.5.0 only)  
BioStatioin A2 (1.4.0 only)  
BioEntry P2 (1.0.0 only)

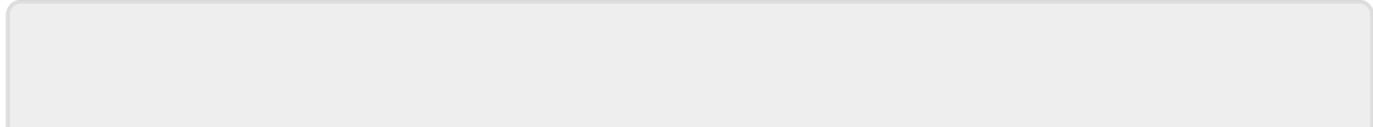
```
#include "BS_API.h"

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

- [BS2\\_GetAccessGroupEntranceLimit](#)
- [BS2\\_GetAllAccessGroupEntranceLimit](#)
- [BS2\\_SetAccessGroupEntranceLimit](#)
- [BS2\\_RemoveAllAccessGroupEntranceLimit](#)



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