

BS2_RemoveAccessGroupEntranceLimit 1

..... 1

..... 1

..... 1

..... 1

..... 1

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](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_removeaccessgroupentrancelimit&rev=1542152589

Last update: **2018/11/14 08:43**