

**BS2\_RemoveAllAccessGroupEntranceLimit** ..... 1

..... 1

..... 1

..... 1

..... 1

## BS2\_RemoveAllAccessGroupEntranceLimit

```
#include "BS_API.h"

int BS2_RemoveAllAccessGroupEntranceLimit(void* context, BS2_DEVICE_ID
deviceId);
```

- [In] *context* : Context
- [In] *deviceId* :

BS\_SDK\_SUCCESS , 가

[BS2\\_GetAccessGroupEntranceLimit](#)  
[BS2\\_GetAllAccessGroupEntranceLimit](#)  
[BS2\\_SetAccessGroupEntranceLimit](#)  
[BS2\\_RemoveAccessGroupEntranceLimit](#)

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

Permanent link:  
[https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2\\_removeallaccessgroupentrancelimit&rev=1504536287](https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_removeallaccessgroupentrancelimit&rev=1504536287)

Last update: **2017/09/04 23:44**