_BS2_RemoveAllAccessLevel_

Access Control API > BS2_RemoveAllAccessLevel

BS2_RemoveAllAccessLevel

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```
#include "BS_API.h"

int BS2_RemoveAllAccessLevel(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS ,

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BS2_GetAccessLevel
BS2_GetAllAccessLevel
BS2_SetAccessLevel
BS2_RemoveAccessLevel