

BS2_RemoveAllAccessSchedule 1

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BS2_RemoveAllAccessSchedule

```
#include "BS_API.h"

int BS2_RemoveAllAccessSchedule(void* context, uint32_t deviceId);
```

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

BS_SDK_SUCCESS , 가

[BS2_GetAccessSchedule](#)
[BS2_GetAllAccessSchedule](#)
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[BS2_RemoveAccessSchedule](#)

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