

**BS2\_RemoveAuthGroup** ..... 1

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## BS2\_RemoveAuthGroup

```
#include "BS_API.h"

int BS2_RemoveAuthGroup(void* context, uint32_t deviceId, uint32_t*
authGroupIds, uint32_t authGroupIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *authGroupIds* : auth group id
- [In] *authGroupIdCount* : auth group id

BS\_SDK\_SUCCESS , 가

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