

BS2_RemoveAuthGroup

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Face API > BS2_RemoveAuthGroup

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

[BS2_GetAuthGroup](#)
[BS2_GetAllAuthGroup](#)
[BS2_SetAuthGroup](#)
[BS2_RemoveAllAuthGroup](#)

C++

```
int UserControl::getUserBlobFaceAuthGroupID(BS2User& user)
{
    stringstream msg;
    msg << "Please enter a authentication group ID.\n";
    msg << "This is used for face authentication. [0: Not using]";
    uint32_t authGroupID = Utility::getInput<uint32_t>(msg.str());
    user.authGroupID = authGroupID;
```

```
    return BS_SDK_SUCCESS;  
}
```

```
BS2_ReleaseObject(uidObj);
```

C#

```
IntPtr authGroupIDObj = Marshal.AllocHGlobal(4 * authGroupIDList.Count);  
IntPtr curAuthGroupIDObj = authGroupIDObj;  
foreach (UInt32 item in authGroupIDList)  
{  
    Marshal.WriteInt32(curAuthGroupIDObj, (Int32)item);  
    curAuthGroupIDObj = (IntPtr)((long)curAuthGroupIDObj + 4);  
}
```

```
Console.WriteLine("Trying to get auth gruops from device.");  
result = (BS2ErrorCode)API.BS2_GetAuthGroup(sdkContext, deviceID,  
authGroupIDObj, (UInt32)authGroupIDList.Count, out authGroupObj, out  
numAuthGroup);
```

```
Marshal.FreeHGlobal(authGroupIDObj);  
BS2_ReleaseObject(uidObj);
```

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