

BS2_RemoveUserOverride 1

..... 1

..... 1

..... 1

..... 2

BS2_RemoveUserOverride

```

BS2Door extendedAutoLockTimeout
BS2UserOverride
*
* 2

```

[+ 2.9.12] ID ,

```

#include "BS_API.h"

int BS2_RemoveUserOverride(void* context, BS2_DEVICE_ID deviceId, const
char* userIDs, uint32_t numOfUsers);

```

```

BS2UserOverride

```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *userIDs* : ID
- [In] *numOfUsers* : ID

BS_SDK_SUCCESS ,

[BS2_GetUserOverride](#)
[BS2_GetAllUserOverride](#)
[BS2_SetUserOverride](#)
[BS2_RemoveAllUserOverride](#)

From:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_removeuseroverride&rev=1769646210

Last update: **2026/01/29 09:23**