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## BS2\_SetAntiPassbackZone

Configures an Anti Passback zone.

### Declaration

```
#include "BS_API.h"

int BS2_SetAntiPassbackZone(void* context, uint32_t deviceId,
BS2AntiPassbackZone* zones, uint32_t zoneCount);
```

[See BS2AntiPassbackZone Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zones* : List of Anti Passback zones
- [In] *zoneCount* : Number of Anti Passback zones

#### CAUTION

When the Anti Passback zone ID and door ID is equivalent, this is considered as a Anti Passback zone based on the door. Therefore, when the door gets removed, the zone information could get removed also.

### Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.  
If there is an error, the corresponding error code will be returned.

### See Also

[BS2\\_GetAntiPassbackZone](#)  
[BS2\\_GetAllAntiPassbackZone](#)

[BS2\\_GetAntiPassbackZoneStatus](#)  
[BS2\\_GetAllAntiPassbackZoneStatus](#)  
[BS2\\_SetAntiPassbackZoneAlarm](#)  
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