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## BS2\_ClearAllTimedAntiPassbackZoneStatus

```
#include "BS_API.h"

int BS2_ClearAllTimedAntiPassbackZoneStatus(void* context, uint32_t
deviceId, uint32_t zoneID);
```

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

BS\_SDK\_SUCCESS , 가

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