

# Table of Contents

<b>BS2_ClearAllAntiPassbackZoneStatus</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[Zone Control API](#) > [BS2\\_ClearAllAntiPassbackZoneStatus](#)

---

## BS2\_ClearAllAntiPassbackZoneStatus

Updates all users to be not violating against the Anti Passback zone rule.

### Declaration

```
#include "BS_API.h"

int BS2_ClearAllAntiPassbackZoneStatus(void* context, uint32_t deviceId,
uint32_t zoneID);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneID* : Zone ID

### 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\\_SetAntiPassbackZone](#)  
[BS2\\_SetAntiPassbackZoneAlarm](#)  
[BS2\\_RemoveAntiPassbackZone](#)  
[BS2\\_RemoveAllAntiPassbackZone](#)  
[BS2\\_ClearAntiPassbackZoneStatus](#)

From:  
<http://kb.supremainc.com/bs2sdk/> - **BioStar Device SDK**

Permanent link:  
[http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2\\_clearallantipassbackzonestatus](http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_clearallantipassbackzonestatus)

Last update: **2016/02/17 14:51**

