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## BS2\_ClearTimedAntiPassbackZoneStatus

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

### Declaration

```
#include "BS_API.h"

int BS2_ClearTimedAntiPassbackZoneStatus(void* context, uint32_t deviceId,
uint32_t zoneID, char* uids, uint32_t uidCount);
```

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneID* : Zone ID
- [In] *uids* : List of user IDs to update
- [In] *uidCount* : Number of user IDs

### 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\\_GetTimedAntiPassbackZone](#)  
[BS2\\_GetAllTimedAntiPassbackZone](#)  
[BS2\\_GetTimedAntiPassbackZoneStatus](#)  
[BS2\\_GetAllTimedAntiPassbackZoneStatus](#)  
[BS2\\_SetTimedAntiPassbackZone](#)  
[BS2\\_SetTimedAntiPassbackZoneAlarm](#)  
[BS2\\_RemoveTimedAntiPassbackZone](#)  
[BS2\\_RemoveAllTimedAntiPassbackZone](#)  
[BS2\\_ClearAllTimedAntiPassbackZoneStatus](#)

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