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BS2_RemoveAntiPassbackZone

Removes selected Anti Passback zones.

Declaration

```
#include "BS_API.h"

int BS2_RemoveAntiPassbackZone(void* context, uint32_t deviceId,
BS2_ZONE_ID* zoneIds, uint32_t zoneIdCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Anti Passback zone IDs to remove
- [In] *zoneIdCount* : Number of Anti Passback zones to remove

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_RemoveAllAntiPassbackZone](#)
[BS2_ClearAntiPassbackZoneStatus](#)
[BS2_ClearAllAntiPassbackZoneStatus](#)

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