

BS2_SetAntiPassbackZone 1
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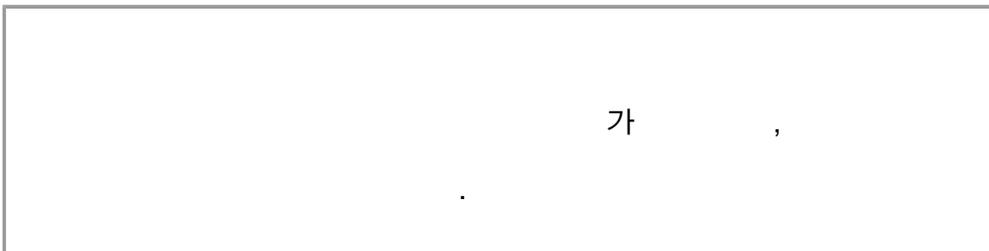
BS2_SetAntiPassbackZone

```
#include "BS_API.h"

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

[BS2AntiPassbackZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : anti-passback zone
- [In] *zoneCount* : anti-passback zone



BS_SDK_SUCCESS , 가

- [BS2_GetAntiPassbackZone](#)
- [BS2_GetAllAntiPassbackZone](#)
- [BS2_GetAntiPassbackZoneStatus](#)
- [BS2_GetAllAntiPassbackZoneStatus](#)
- [BS2_SetAntiPassbackZoneAlarm](#)

[BS2_RemoveAntiPassbackZone](#)
[BS2_RemoveAllAntiPassbackZone](#)
[BS2_ClearAntiPassbackZoneStatus](#)
[BS2_ClearAllAntiPassbackZoneStatus](#)

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