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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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