

BS2_ClearAntiPassbackZoneStatus 1
..... 1
..... 1
..... 1
..... 1

BS2_ClearAntiPassbackZoneStatus

```
#include "BS_API.h"

int BS2_ClearAntiPassbackZoneStatus(void* context, uint32_t deviceId,
uint32_t zoneID, char* uids, uint32_t uidCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneID* :
- [In] *uids* : user ID
- [In] *uidCount* : user ID

BS_SDK_SUCCESS , 가

[BS2_GetAntiPassbackZone](#)
[BS2_GetAllAntiPassbackZone](#)
[BS2_GetAntiPassbackZoneStatus](#)
[BS2_GetAllAntiPassbackZoneStatus](#)
[BS2_SetAntiPassbackZone](#)
[BS2_SetAntiPassbackZoneAlarm](#)
[BS2_RemoveAntiPassbackZone](#)
[BS2_RemoveAllAntiPassbackZone](#)
[BS2_ClearAllAntiPassbackZoneStatus](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_clearantipassbackzonestatus

Last update: **2016/02/02 14:30**