

BS2_RemoveAntiPassbackZone 1
..... 1
..... 1
..... 1
..... 1

[Zone Control API](#) > [BS2_RemoveAntiPassbackZone](#)

BS2_RemoveAntiPassbackZone

```
#include "BS_API.h"

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

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : anti-passback zone id
- [In] *zoneIdCount* : anti-passback zone id

BS_SDK_SUCCESS , 가

[BS2_GetAntiPassbackZone](#)
[BS2_GetAllAntiPassbackZone](#)
[BS2_GetAntiPassbackZoneStatus](#)
[BS2_GetAllAntiPassbackZoneStatus](#)
[BS2_SetAntiPassbackZone](#)
[BS2_SetAntiPassbackZoneAlarm](#)
[BS2_RemoveAllAntiPassbackZone](#)
[BS2_ClearAntiPassbackZoneStatus](#)
[BS2_ClearAllAntiPassbackZoneStatus](#)

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

Permanent link:
http://kb.supremainc.com/bs2sdk./doku.php?id=ko:bs2_removeantipassbackzone

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

