

Table of Contents

BS2_ClearAllAntiPassbackZoneStatus	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_ClearAllAntiPassbackZoneStatus](#)

BS2_ClearAllAntiPassbackZoneStatus

Updates all users to be not violating against the Anti Passback zone rule.

Declaration

```
#include "BS_API.h"

int BS2_ClearAllAntiPassbackZoneStatus(void* context, uint32_t deviceId,
uint32_t zoneID);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneID* : Zone ID

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_RemoveAntiPassbackZone](#)
[BS2_RemoveAllAntiPassbackZone](#)
[BS2_ClearAntiPassbackZoneStatus](#)

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

Permanent link:
http://kb.supremainc.com/bs2sdk/doku.php?id=en:bs2_clearallantipassbackzonestatus

Last update: **2016/02/17 14:51**

