

Table of Contents

BS2_ClearAllTimedAntiPassbackZoneStatus	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_ClearAllTimedAntiPassbackZoneStatus](#)

BS2_ClearAllTimedAntiPassbackZoneStatus

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

Declaration

```
#include "BS_API.h"

int BS2_ClearAllTimedAntiPassbackZoneStatus(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_GetTimedAntiPassbackZone](#)
[BS2_GetAllTimedAntiPassbackZone](#)
[BS2_GetTimedAntiPassbackZoneStatus](#)
[BS2_GetAllTimedAntiPassbackZoneStatus](#)
[BS2_SetTimedAntiPassbackZone](#)
[BS2_SetTimedAntiPassbackZoneAlarm](#)
[BS2_RemoveTimedAntiPassbackZone](#)
[BS2_RemoveAllTimedAntiPassbackZone](#)
[BS2_ClearTimedAntiPassbackZoneStatus](#)

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

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

