

BS2_ClearAllAntiPassbackZoneStatus 1
..... 1
..... 1
..... 1
..... 1

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

BS2_ClearAllAntiPassbackZoneStatus

```
#include "BS_API.h"

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

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneID* :

BS_SDK_SUCCESS , 가

[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=ko:bs2_clearallantipassbackzonestatus

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

