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## 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](#)

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

