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BS2_ClearAntiPassbackZoneStatus

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

Declaration

```
#include "BS_API.h"

int BS2_ClearAntiPassbackZoneStatus(void* context, uint32_t deviceId,
uint32_t zoneID, char* uids, uint32_t uidCount);
```

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneID* : Zone ID
- [In] *uids* : List of user IDs to update
- [In] *uidCount* : Number of user IDs

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_ClearAllAntiPassbackZoneStatus](#)

From:

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Last update: **2016/02/17 14:53**