

Table of Contents

BS2_SetAntiPassbackZone	1
Declaration	1
Parameter	1
Return Value	1
See Also	1

[Zone Control API](#) > [BS2_SetAntiPassbackZone](#)

BS2_SetAntiPassbackZone

Configures an Anti Passback zone.

Declaration

```
#include "BS_API.h"

int BS2_SetAntiPassbackZone(void* context, uint32_t deviceId,
BS2AntiPassbackZone* zones, uint32_t zoneCount);
```

[See BS2AntiPassbackZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zones* : List of Anti Passback zones
- [In] *zoneCount* : Number of Anti Passback zones

CAUTION

When the Anti Passback zone ID and door ID is equivalent, this is considered as a Anti Passback zone based on the door. Therefore, when the door gets removed, the zone information could get removed also.

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_SetAntiPassbackZoneAlarm](#)
[BS2_RemoveAntiPassbackZone](#)
[BS2_RemoveAllAntiPassbackZone](#)
[BS2_ClearAntiPassbackZoneStatus](#)
[BS2_ClearAllAntiPassbackZoneStatus](#)

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