Zone Control API > BS2_ClearAntiPassbackZoneStatus

BS2_ClearAntiPassbackZoneStatus

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```
#include "BS_API.h"

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

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneID* :
- [In] *uids* : user ID
- [In] *uidCount* : user ID

BS_SDK_SUCCESS ,

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BS2_GetAntiPassbackZone
BS2_GetAllAntiPassbackZone
BS2_GetAntiPassbackZoneStatus
BS2_GetAllAntiPassbackZoneStatus
BS2_SetAntiPassbackZone
BS2_SetAntiPassbackZoneAlarm
BS2_RemoveAntiPassbackZone
BS2_RemoveAllAntiPassbackZone
BS2_ClearAllAntiPassbackZoneStatus

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