

**BS2\_ClearTimedAntiPassbackZoneStatus** ..... 1  
..... 1  
..... 1  
..... 1  
..... 1

[Zone Control API](#) > [BS2\\_ClearTimedAntiPassbackZoneStatus](#)

---

## BS2\_ClearTimedAntiPassbackZoneStatus

```
#include "BS_API.h"

int BS2_ClearTimedAntiPassbackZoneStatus(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 , 가

[BS2\\_GetTimedAntiPassbackZone](#)  
[BS2\\_GetAllTimedAntiPassbackZone](#)  
[BS2\\_GetTimedAntiPassbackZoneStatus](#)  
[BS2\\_GetAllTimedAntiPassbackZoneStatus](#)  
[BS2\\_SetTimedAntiPassbackZone](#)  
[BS2\\_SetTimedAntiPassbackZoneAlarm](#)  
[BS2\\_RemoveTimedAntiPassbackZone](#)  
[BS2\\_RemoveAllTimedAntiPassbackZone](#)  
[BS2\\_ClearAllTimedAntiPassbackZoneStatus](#)

From:

<https://kb.supremainc.com/kbtest/> - **BioStar Device SDK**

Permanent link:

[https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2\\_cleartimedantipassbackzonestatus](https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_cleartimedantipassbackzonestatus)

Last update: **2016/02/02 14:31**