

BS2_RemoveAllTimedAntiPassbackZone 1

..... 1

..... 1

..... 1

..... 1

[Zone Control API](#) > [BS2_RemoveAllTimedAntiPassbackZone](#)

BS2_RemoveAllTimedAntiPassbackZone

```
#include "BS_API.h"

int BS2_RemoveAllTimedAntiPassbackZone(void* context, uint32_t deviceId);
```

- [In] *context* : Context
- [In] *deviceId* :

BS_SDK_SUCCESS , 가

[BS2_GetTimedAntiPassbackZone](#)
[BS2_GetAllTimedAntiPassbackZone](#)
[BS2_GetTimedAntiPassbackZoneStatus](#)
[BS2_GetAllTimedAntiPassbackZoneStatus](#)
[BS2_SetTimedAntiPassbackZone](#)
[BS2_SetTimedAntiPassbackZoneAlarm](#)
[BS2_RemoveTimedAntiPassbackZone](#)
[BS2_ClearTimedAntiPassbackZoneStatus](#)
[BS2_ClearAllTimedAntiPassbackZoneStatus](#)

From:

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

Permanent link:

https://kb.supremainc.com/kbtest/doku.php?id=ko:bs2_removealltimedantipassbackzone

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