

BS2_RemoveTimedAntiPassbackZone 1

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[Zone Control API](#) > [BS2_RemoveTimedAntiPassbackZone](#)

BS2_RemoveTimedAntiPassbackZone

```
#include "BS_API.h"

int BS2_RemoveTimedAntiPassbackZone(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount);
```

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : timed anti-passback zone id
- [In] *zoneIdCount* : timed anti-passback zone id

BS_SDK_SUCCESS , 가

[BS2_GetTimedAntiPassbackZone](#)
[BS2_GetAllTimedAntiPassbackZone](#)
[BS2_GetTimedAntiPassbackZoneStatus](#)
[BS2_GetAllTimedAntiPassbackZoneStatus](#)
[BS2_SetTimedAntiPassbackZone](#)
[BS2_SetTimedAntiPassbackZoneAlarm](#)
[BS2_RemoveAllTimedAntiPassbackZone](#)
[BS2_ClearTimedAntiPassbackZoneStatus](#)
[BS2_ClearAllTimedAntiPassbackZoneStatus](#)

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

