Zone Control API > BS2_SetAntiPassbackZone

BS2_SetAntiPassbackZone

.

```
#include "BS_API.h"

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

> BS2AntiPassbackZone

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zones* : anti-passback zone
- [In] *zoneCount* : anti-passback zone

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BS_SDK_SUCCESS ,

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BS2_GetAntiPassbackZone
BS2_GetAllAntiPassbackZone
BS2_GetAntiPassbackZoneStatus
BS2_GetAllAntiPassbackZoneStatus
BS2_SetAntiPassbackZoneAlarm

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

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