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BS2_GetAllAntiPassbackZoneStatus

Retrieves the status of all Anti Passback zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAllAntiPassbackZoneStatus(void* context, BS2_DEVICE_ID deviceId,
BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

See BS2ZoneStatus Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneStatusObj* : Zone status list pointer
- [Out] *numZoneStatus* : Number of zone status records

NOTE
The zoneStatusObj variable needs to return the memory to the system by the BS2_ReleaseObject function after being used.

Return Value

If successfully done, BS_SDK_SUCCESS will be returned.
If there is an error, the corresponding error code will be returned.

See Also

BS2_GetAntiPassbackZone
BS2_GetAllAntiPassbackZone
BS2_GetAntiPassbackZoneStatus
BS2_SetAntiPassbackZone

BS2_SetAntiPassbackZoneAlarm
BS2_RemoveAntiPassbackZone
BS2_RemoveAllAntiPassbackZone
BS2_ClearAntiPassbackZoneStatus
BS2_ClearAllAntiPassbackZoneStatus

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