Zone Control API > BS2_GetAllAntiPassbackZone

# BS2_GetAllAntiPassbackZone

.

```
#include "BS_API.h"

int BS2_GetAllAntiPassbackZone(void* context, uint32_t deviceId,
BS2AntiPassbackZone** zoneObj, uint32_t* numZone);
```

BS2AntiPassbackZone

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneObj* : anti-passback zone
- [Out] *numZone* : anti-passback zone

zoneObj BS2_ReleaseObject

.

BS_SDK_SUCCESS ,

.

BS2_GetAntiPassbackZone
BS2_SetAntiPassbackZone
BS2_RemoveAntiPassbackZone
BS2_RemoveAllAntiPassbackZone

From:
http://kb.supremainc.com/bs2sdk/ - **BioStar Device SDK**

Permanent link:
**http://kb.supremainc.com/bs2sdk/doku.php?id=ko:bs2_getallantipassbackzone**

Last update: **2016/07/12 09:48**