

**BS2\_GetScheduledLockUnlockZone** ..... 1  
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# BS2\_GetScheduledLockUnlockZone

/ 가 .

```
#include "BS_API.h"

int BS2_GetScheduledLockUnlockZone(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, BS2ScheduledLockUnlockZone**
zoneObj, uint32_t* numZone);
```

[BS2ScheduledLockUnlockZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 scheduled lock/unlock zone id
- [In] *zoneIdCount* : scheduled lock/unlock zone id
- [Out] *zoneObj* : scheduled lock/unlock zone
- [Out] *numZone* : scheduled lock/unlock zone



BS\_SDK\_SUCCESS , 가

[BS2\\_GetAllScheduledLockUnlockZone](#)  
[BS2\\_GetScheduledLockUnlockZoneStatus](#)

[BS2\\_GetAllScheduledLockUnlockZoneStatus](#)  
[BS2\\_SetScheduledLockUnlockZone](#)  
[BS2\\_SetScheduledLockUnlockZoneAlarm](#)  
[BS2\\_RemoveScheduledLockUnlockZone](#)  
[BS2\\_RemoveAllScheduledLockUnlockZone](#)

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