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BS2_GetDeviceZone

Retrieves selected Ethernet zones.

Declaration

```
#include "BS_API.h"

int BS2_GetDeviceZone(void* context, BS2_DEVICE_ID deviceId, const
BS2_DEVICE_ZONE_TABLE_ID* Ids, uint32_t IdCount, BS2DeviceZone**
deviceZoneObj, uint32_t* numDeviceZone);
```

See BS2DeviceZone Structure

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *Ids* : List of Device zone IDs to retrieve
- [In] *IdCount* : Size of Device zone ID list
- [Out] *deviceZoneObj* : Device zone list pointer
- [Out] *numDeviceZone* : Number of Device zones

> **NOTE**
> The zoneObj 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_GetAllDeviceZone

[BS2_SetDeviceZone](#)
[BS2_RemoveDeviceZone](#)
[BS2_RemoveAllDeviceZone](#)
[BS2_SetDeviceZoneAlarm](#)