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## BS2\_GetLiftLockUnlockZone

[+ 2.7.0] Retrieves selected Lift Lock/Unlock zones.

### Parameter

```
#include "BS_API.h"

int BS2_GetLiftLockUnlockZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount, BS2LiftLockUnlockZone** zoneObj, uint32_t* numZone);
```

[See BS2LiftLockUnlockZone Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Lift Lock/Unlock zone ID to retrieve
- [In] *zoneIdCount* : Size of Lift lock/unlock zone ID list
- [Out] *zoneObj* : Lift lock/unlock zone list pointer
- [Out] *numZone* : Number of Lift lock/unlock zone list

#### 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\\_GetAllLiftLockUnlockZone](#)  
[BS2\\_GetLiftLockUnlockZoneStatus](#)  
[BS2\\_GetAllLiftLockUnlockZoneStatus](#)  
[BS2\\_SetLiftLockUnlockZone](#)  
[BS2\\_SetLiftLockUnlockZoneAlarm](#)  
[BS2\\_RemoveLiftLockUnlockZone](#)  
[BS2\\_RemoveAllLiftLockUnlockZone](#)

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