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BS2_GetScheduledLockUnlockZone

Retrieves selected Scheduled Lock/Unlock zones.

Declaration

```
#include "BS_API.h"

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

See BS2ScheduledLockUnlockZone Structure

Parameter

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

BS2_GetScheduledLockUnlockZoneStatus
BS2_GetAllScheduledLockUnlockZoneStatus
BS2_SetScheduledLockUnlockZone
BS2_SetScheduledLockUnlockZoneAlarm
BS2_RemoveScheduledLockUnlockZone
BS2_RemoveAllScheduledLockUnlockZone

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Last update: **2016/07/12 10:23**