

**BS2\_GetAccessSchedule** ..... 1  
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# BS2\_GetAccessSchedule

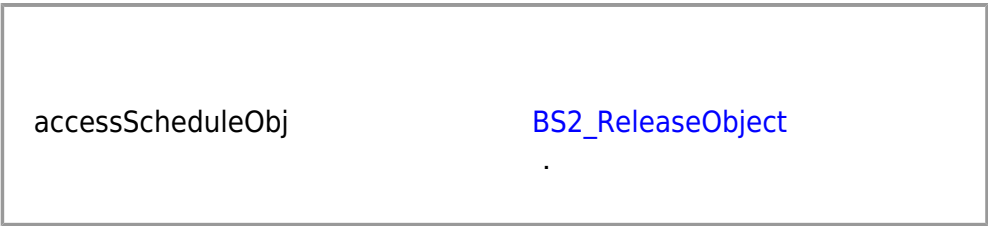
가 .

```
#include "BS_API.h"

int BS2_GetAccessSchedule(void* context, uint32_t deviceId, uint32_t*
accessScheduleIds, uint32_t accessScheduleIdCount, BS2Schedule**
accessScheduleObj, uint32_t* numAccessSchedule);
```

[BS2Schedule](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessScheduleIds* : 가 access schedule id
- [In] *accessScheduleIdCount* : access schedule id
- [Out] *accessScheduleObj* : access schedule
- [Out] *numAccessSchedule* : access schedule



BS\_SDK\_SUCCESS , 가

[BS2\\_GetAllAccessSchedule](#)  
[BS2\\_SetAccessSchedule](#)

[BS2\\_RemoveAccessSchedule](#)

[BS2\\_RemoveAllAccessSchedule](#)

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