

**BS2\_GetAntiPassbackZoneStatus** ..... 1  
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# BS2\_GetAntiPassbackZoneStatus

가 .

```
#include "BS_API.h"

int BS2_GetAntiPassbackZoneStatus(void* context, BS2_DEVICE_ID deviceId,
BS2_ZONE_ID* zoneIds, uint32_t zoneIdCount, BS2ZoneStatus** zoneStatusObj,
uint32_t* numZoneStatus);
```

BS2ZoneStatus

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 anti-passback zone id
- [In] *zoneIdCount* : anti-passback zone id
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status



BS\_SDK\_SUCCESS , 가

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