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BS2_GetAntiPassbackZone

Retrieves selected Anti Passback zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAntiPassbackZone(void* context, uint32_t deviceId, uint32_t* zoneIds, uint32_t zoneIdCount, BS2AntiPassbackZone** zoneObj, uint32_t* numZone);
```

[See BS2AntiPassbackZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *zoneIds* : List of Anti Passback zone IDs to retrieve
- [In] *zoneIdCount* : Size of Anti Passback zone ID list
- [Out] *zoneObj* : Anti Passback zone list pointer
- [Out] *numZone* : Number of Anti Passback 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_GetAllAntiPassbackZone](#)

[BS2_SetAntiPassbackZone](#)
[BS2_RemoveAntiPassbackZone](#)
[BS2_RemoveAllAntiPassbackZone](#)

From:

<http://kb.supremainc.com/bs2sdk/> - **BioStar 2 Device SDK**

Permanent link:

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Last update: **2016/07/12 10:01**