

**BS2\_GetAllAntiPassbackZone** ..... 1  
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# BS2\_GetAllAntiPassbackZone

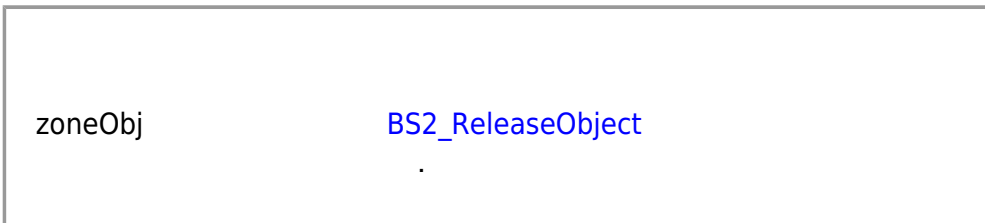
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```
#include "BS_API.h"

int BS2_GetAllAntiPassbackZone(void* context, uint32_t deviceId,
BS2AntiPassbackZone** zoneObj, uint32_t* numZone);
```

[BS2AntiPassbackZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneObj* : anti-passback zone
- [Out] *numZone* : anti-passback zone



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAntiPassbackZone](#)
- [BS2\\_SetAntiPassbackZone](#)
- [BS2\\_RemoveAntiPassbackZone](#)
- [BS2\\_RemoveAllAntiPassbackZone](#)

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