

**BS2\_GetAllLiftLockUnlockZoneStatus** ..... 1  
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# BS2\_GetAllLiftLockUnlockZoneStatus

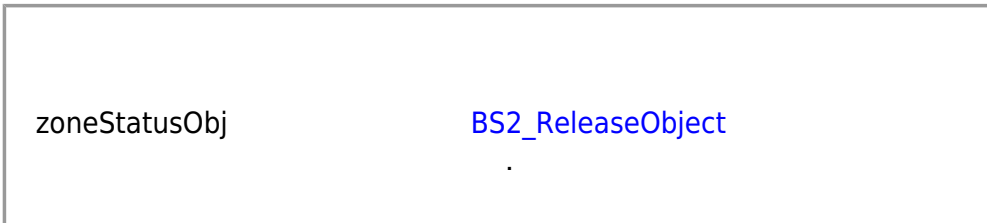
[+ 2.7.0] Lift / 가 .

```
#include "BS_API.h"

int BS2_GetAllLiftLockUnlockZoneStatus(void* context, uint32_t deviceId,
BS2ZoneStatus** zoneStatusObj, uint32_t* numZoneStatus);
```

[BS2ZoneStatus](#)

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *zoneStatusObj* : zone status
- [Out] *numZoneStatus* : zone status



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetLiftLockUnlockZone](#)
- [BS2\\_GetAllLiftLockUnlockZone](#)
- [BS2\\_GetLiftLockUnlockZoneStatus](#)
- [BS2\\_SetLiftLockUnlockZone](#)
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