

BS2_GetAntiPassbackZone 1
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BS2_GetAntiPassbackZone

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```
#include "BS_API.h"

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

BS2AntiPassbackZone

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 anti-passback zone id
- [In] *zoneIdCount* : anti-passback zone id
- [Out] *zoneObj* : anti-passback zone
- [Out] *numZone* : anti-passback zone



BS_SDK_SUCCESS , 가

[BS2_GetAllAntiPassbackZone](#)
[BS2_SetAntiPassbackZone](#)

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

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