

BS2_GetScheduledLockUnlockZone 1
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BS2_GetScheduledLockUnlockZone

/ 가 .

```
#include "BS_API.h"

int BS2_GetScheduledLockUnlockZone(void* context, uint32_t deviceId,
uint32_t* zoneIds, uint32_t zoneIdCount, BS2ScheduledLockUnlockZone**
zoneObj, uint32_t* numZone);
```

[BS2ScheduledLockUnlockZone](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *zoneIds* : 가 scheduled lock/unlock zone id
- [In] *zoneIdCount* : scheduled lock/unlock zone id
- [Out] *zoneObj* : scheduled lock/unlock zone
- [Out] *numZone* : scheduled lock/unlock zone



BS_SDK_SUCCESS , 가

[BS2_GetAllScheduledLockUnlockZone](#)
[BS2_GetScheduledLockUnlockZoneStatus](#)

[BS2_GetAllScheduledLockUnlockZoneStatus](#)
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[BS2_SetScheduledLockUnlockZoneAlarm](#)
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