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BS2_SetAccessSchedule

```
#include "BS_API.h"

int BS2_SetAccessSchedule(void* context, uint32_t deviceId, BS2Schedule*
accessSchedules, uint32_t accessScheduleCount);
```

[BS2Schedule](#)

- [In] *context* : Context
- [In] *deviceId* :
- [In] *accessSchedules* : access schedule
- [In] *accessScheduleCount* : access schedule

BS_SDK_SUCCESS , 가

- [BS2_GetAccessSchedule](#)
- [BS2_GetAllAccessSchedule](#)
- [BS2_RemoveAccessSchedule](#)
- [BS2_RemoveAllAccessSchedule](#)

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