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## BS2\_GetAccessSchedule

Retrieves selected time schedules.

### Declaration

```
#include "BS_API.h"

int BS2_GetAccessSchedule(void* context, uint32_t deviceId, uint32_t*
accessSheduleIds, uint32_t accessScheduleIdCount, BS2Schedule**
accessScheduleObj, uint32_t* numAccessSchedule);
```

[See BS2Schedule Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessSheduleIds* : List of access schedule IDs to retrieve
- [In] *accessScheduleIdCount* : Number of access schedules to retrieve
- [Out] *accessScheduleObj* : Access schedule list pointer
- [Out] *numAccessSchedule* : Number of access schedules

#### NOTE

The *accessScheduleObj* variable needs to return the memory to the system by the [BS2\\_ReleaseObject](#) function after being used.

### Return Value

If successfully done, `BS_SDK_SUCCESS` will be returned.  
If there is an error, the corresponding error code will be returned.

### See Also

[BS2\\_GetAllAccessSchedule](#)

[BS2\\_SetAccessSchedule](#)

[BS2\\_RemoveAccessSchedule](#)

[BS2\\_RemoveAllAccessSchedule](#)

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