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## BS2\_GetAllAntiPassbackZone

Retrieves all Anti Passback zones.

### Declaration

```
#include "BS_API.h"

int BS2_GetAllAntiPassbackZone(void* context, uint32_t deviceId,
BS2AntiPassbackZone** zoneObj, uint32_t* numZone);
```

[See BS2AntiPassbackZone Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneObj* : Anti Passback zone list pointer
- [Out] *numZone* : Number of Anti Passback zones

#### NOTE

The *zoneObj* 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\\_GetAntiPassbackZone](#)  
[BS2\\_SetAntiPassbackZone](#)  
[BS2\\_RemoveAntiPassbackZone](#)

## BS2\_RemoveAllAntiPassbackZone

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