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BS2_GetAllLiftLockUnlockZone

[+ 2.7.0] Retrieves all Lift Lock/Unlock zones.

Declaration

```
#include "BS_API.h"

int BS2_GetAllLiftLockUnlockZone(void* context, uint32_t deviceId,
BS2LiftLockUnlockZone** zoneObj, uint32_t* numZone);
```

[See BS2LiftLockUnlockZone Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneObj* : Lift lock/unlock zone list pointer
- [Out] *numZone* : Number of Lift lock/unlock zone list

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.

[함께 보기](#)

[BS2_GetLiftLockUnlockZone](#)

[BS2_GetLiftLockUnlockZoneStatus](#)
[BS2_GetAllLiftLockUnlockZoneStatus](#)
[BS2_SetLiftLockUnlockZone](#)
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Last update: **2020/07/29 11:19**