

Table of Contents

BS2_GetAllLockOverride

Declaration

Parameters

Return Value

.....

.....

.....

.....

1

1

2

2

BS2_GetAllLockOverride

Normally, when a door is in a locked state, it will not open even when authentication is attempted.

Starting from version 2.9.12, a feature is provided to emergency-open doors in emergency situations such as fires or disasters.

When a card is set as Lock Override, the door can be opened by authenticating with that card when the door is in a locked state.

Cards already assigned to users can be enrolled as Lock Override, or cards not assigned to users can be enrolled.

When enrolling a card assigned to a user as Lock Override, set the user ID in the `userId` field of the Lock Override information.

Even if a card assigned to a user is enrolled as Lock Override, when the door is not in a locked state, it operates the same as the normal authentication procedure.

However, when authentication is attempted while the door is in a locked state, the emergency opening procedure proceeds, ignoring the locked state and opening the door.

For cards not assigned to users, they do not operate normally and only attempt emergency opening when in a locked state.

Additionally, even if the card is enrolled in the blacklist, emergency opening is possible by ignoring the blacklist.

Even if the slave device does not support this feature, if the master device supports it, the emergency opening feature can be used.

- Up to 8 Lock Overrides can be enrolled per user.
- Up to 1,000 Lock Overrides can be enrolled per device.
- Cards that can be used as Lock Override are CSN cards and Secure cards.

[+ 2.9.12] Gets all Lock Override information from the device.

Declaration

```
#include "BS_API.h"
int BS2_GetAllLockOverride(void* context, BS2_DEVICE_ID deviceId,
BS2LockOverride** responseObj, uint32_t* numOfResponse);
```

[View BS2LockOverride structure](#)

Parameters

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *responseObj* : Pointer to receive Lock Override information
- [Out] *numOfResponse* : Number of Lock Override information

Note

The responseObj variable must return memory to the system through the [BS2_ReleaseObject](#) function after use.

Return Value

Returns BS_SDK_SUCCESS when performed successfully, and returns the corresponding error code when an error occurs.

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