

# Table of Contents

<b>BS2_GetAllTimedAntiPassbackZone</b> .....	1
Declaration .....	1
Parameter .....	1
Return Value .....	1
See Also .....	1

[Zone Control API](#) > [BS2\\_GetAllTimedAntiPassbackZone](#)

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## BS2\_GetAllTimedAntiPassbackZone

Retrieves all timed Anti Passback zones.

### Declaration

```
#include "BS_API.h"

int BS2_GetAllTimedAntiPassbackZone(void* context, uint32_t deviceId,
BS2TimedAntiPassbackZone** zoneObj, uint32_t* numZone);
```

[See BS2TimedAntiPassbackZone Structure](#)

### Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [Out] *zoneObj* : Timed Anti Passback zone list pointer
- [Out] *numZone* : Number of timed 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\\_GetTimedAntiPassbackZone](#)  
[BS2\\_GetTimedAntiPassbackZoneStatus](#)  
[BS2\\_GetAllTimedAntiPassbackZoneStatus](#)  
[BS2\\_SetTimedAntiPassbackZone](#)

[BS2\\_SetTimedAntiPassbackZoneAlarm](#)  
[BS2\\_RemoveTimedAntiPassbackZone](#)  
[BS2\\_RemoveAllTimedAntiPassbackZone](#)  
[BS2\\_ClearTimedAntiPassbackZoneStatus](#)  
[BS2\\_ClearAllTimedAntiPassbackZoneStatus](#)

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