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BS2_SetAccessSchedule

Configures a time schedule.

Declaration

```
#include "BS_API.h"

int BS2_SetAccessSchedule(void* context, uint32_t deviceId, BS2Schedule*
accessSchedules, uint32_t accessScheduleCount);
```

[See BS2Schedule Structure](#)

Parameter

- [In] *context* : Context
- [In] *deviceId* : Device ID
- [In] *accessSchedules* : List of access schedules to be stored
- [In] *accessScheduleCount* : Number of access schedules

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_GetAccessSchedule](#)
[BS2_GetAllAccessSchedule](#)
[BS2_RemoveAccessSchedule](#)
[BS2_RemoveAllAccessSchedule](#)

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