

**BS2\_GetAllAccessSchedule** ..... 1  
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# BS2\_GetAllAccessSchedule

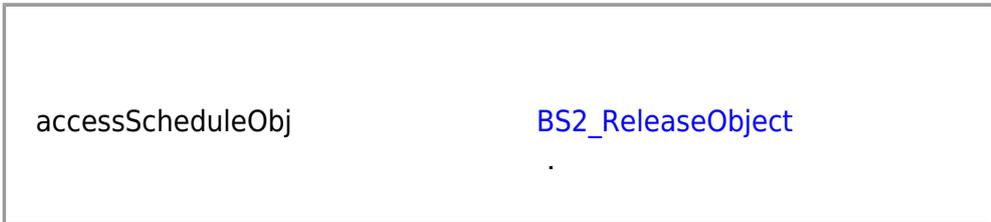
가 .

```
#include "BS_API.h"

int BS2_GetAllAccessSchedule(void* context, uint32_t deviceId, BS2Schedule**
accessScheduleObj, uint32_t* numAccessSchedule);;
```

BS2Schedule

- [In] *context* : Context
- [In] *deviceId* :
- [Out] *accessScheduleObj* : access schedule
- [Out] *numAccessSchedule* : access schedule



BS\_SDK\_SUCCESS , 가

- [BS2\\_GetAccessSchedule](#)
- [BS2\\_SetAccessSchedule](#)
- [BS2\\_RemoveAccessSchedule](#)
- [BS2\\_RemoveAllAccessSchedule](#)

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